

THE LEGEND OF HEROES—PSP Strategy Guide Inside

**GUITAR
HERO**

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TIPS & TRICKS

JANUARY
No. 131
2006

SECRET AREAS REVEALED

Castlevania
Curse of Darkness

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GAME TIPS
MAGAZINE

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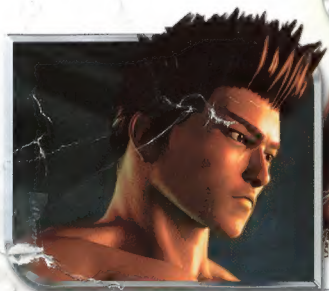
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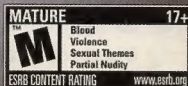
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JANUARY
No. 131
2005

Old-school gaming collides with the 21st century, as this issue's strategy guides are here to help you with the latest chapters in the *Castlevania* and *Sonic the Hedgehog* series. Both of these franchises have been around for a lot longer than we have, and the folks who make 'em know an awful lot about what makes a game fun. Enjoy!

CASTLEVANIA: CURSE OF DARKNESS ©1986 2005 KONAMI.

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






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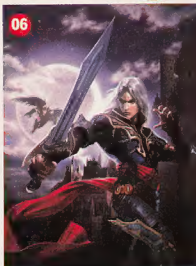
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Strategy Guide by James McCarthy

Castlevania

Curse of Darkness™

The Castlevania series continues with this latest installment for the Xbox and PS2. *Curse of Darkness* features several all-new gameplay systems and a much, much bigger world to explore than *Castlevania: Lament of Innocence*. In this strategy, you'll find a complete catalog of all items, materials, and enemies, plus hints on how to uncover every secret area in the game.

Important Innocent Devil Abilities

Some abilities of your Innocent Devils are necessary for gaining access to various secret areas in the game, while others are only useful for defeating enemies. The game doesn't clearly distinguish between those types, so this section will describe all the special abilities you'll need to use in order to explore the game fully.

To obtain the listed ability, you must first evolve your Innocent Devil to the proper form. Then, unless the skill is innate, typically you will need to defeat a certain number of enemies with that form in order to earn it.



Fairy-Type Innocent Devils

Infant Fairy + 40 Sword/Knuckle = Leaffie
Leaffie + 70 Knuckle/Special/Axe = Honey Bee
Honey Bee + 90 Special = Proboscis Fairy

Ability	Function	Form	Requirement
Unlock	Open chests	Infant Fairy	Innate Skill
Press It And See	Use in Aiolon Ruins	Proboscis Fairy	Innate Skill



Battle-Type Innocent Devils

Magmard + 40 Sword/Special = Golem
Golem + 90 Special = Iytei
Golem + 70 Sword/Axe/Spear/Knuckle = Juggernaut

Ability	Function	Form	Requirement
Shoulder Ride	Destroy statues	Iytei	Defeat 100 enemies
Hip Press	Destroy the floor	Golem	Defeat 40 enemies
Brute Force	Lift heavy doors	Magmard	Defeat Trevor
Brute Force Lv.2	Lift really heavy doors	Juggernaut	Defeat 200 enemies



Bird-Type Innocent Devils

Crow + 40 Sword/Axe = Skull Wing
Skull Wing + 70 Sword/Axe = Wingosaurus

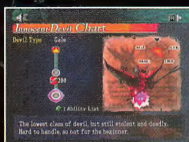
Ability	Function	Form	Requirement
Glide	Glide short distances	Crow	Innate Skill
Long Glide	Glide far distances	Wingosaurus	Defeat 40 enemies



Mage-Type Innocent Devils

Wood Rod + 40 Sword/Knuckle = Scissor Rod
Scissor Rod + 70 Knuckle/Special/Spear = Nautilus Rod

Ability	Function	Form	Requirement
Time Stop	Freeze time	Wood Rod	Innate Skill
Purify	Defeat Red Skeletons	Nautilus Rod	Defeat 100 enemies
Floating B	Destroy vine-covered door	Nautilus Rod	Defeat 200 enemies



Devil-Type Innocent Devils

Ability	Function	Form	Requirement
Magic Circle	Slip under cracks	Gale	Innate Skill

Secret Areas

As is typical with this type of game, you'll often have to backtrack to certain areas after obtaining certain items or abilities in order to fully explore all the secrets hidden in *Castlevania: Curse of Darkness*. In this section, I'll describe where all the secret areas are in the game, as well as what you'll need in order to access them.

Abandoned Castle



The first area in the game doesn't really have any hidden areas. Don't worry if your completion percentage doesn't reach 100% by the time you beat the boss here. Through the normal course of gameplay, you'll automatically be returned to this area when you reach the point where it's

possible to explore the last few rooms.

Baljhut Mountains—Secret Ledge

In the southwest sector of the area, you can reach a couple of ledges that are not readily visible unless you deliberately pan the camera around and look for them. There's also an XS Potion located on another ledge in view, but it's too far to jump! You'll need to use the



Glide ability from your Bird-type Innocent Devil in order to reach that ledge.

There is another ledge just like this one a few rooms away from the boss that also requires the Glide ability.



Baljhut Mountains—Red Skeletons

In the northern section of this area, you'll find a couple of Red Skeletons blocking your path. In order to advance past this point, you'll need to defeat them, but under normal circumstances they will just keep coming back to life no matter what you do. In order to defeat them for good, you will need to bring along a Mage-type Innocent Devil who has learned the Purify ability. If you have one, just stand back and let him do the fighting.



Garibaldi Temple—Legion's Lair



There is one hidden section in this area that leads to the secret boss Legion. On the first floor, there is a wall in the southwest corner that can only be navigated if you have the Magic Circle Ability from a Devil-type Innocent Devil. You won't get one until fairly late in the game, plus the secret

bosses are quite challenging (well, at least one of them is), so don't even sweat this secret the first time you come here.

Another nice feature of the secret path that leads to Legion is that you'll encounter an enemy called Evil Core. Evil Cores are relatively easy to defeat, they give a decent amount of experience, and you can extract some very nice rare materials from them without much difficulty. Plus, they drop an insane

amount of Evo Crystals. If you want to transform your Innocent Devils quickly, the best place to do it is right here.



Mortavia Aqueduct—False Wall

In the initial few rooms of this area, you'll find a false wall that leads to a few hidden rooms. False walls like this can be broken just by striking them with your weapon several times.

Mortavia Aqueduct—Distant Treasure Chest

In this area's central room, you'll find a treasure chest on a platform that is impossible to reach by normal means. Just like the ledges in Baljhut Mountains, all you need to do is use your Bird-type Innocent Devil's Glide ability.

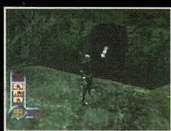


Forest of Jigramunt—False Wall

In the northern area of the forest, there's another false wall that leads to a hidden area. At the end of this area, you can attack the wall at the dead end again to reveal a secret shortcut to the Abandoned Castle.

Forest of Jigramunt—False Floor

In the eastern section of the forest, there's a rocky section leading to an apparent dead end. The obviously cracked floor gives the secret away, but you'll need a Battle-type Innocent Devil with the Hip Press ability in order to reveal the path underneath.



Forest of Jigramunt—Item in the Wall

In the west side of the caverns, next to one of the doors, there's a weak wall that you can break to reveal an item.

Forest of Jigramunt—Bowling Pins???

Deep in the cavern, you'll find a bizarre group of statues arranged like bowling pins at the end of a long incline. There's a door behind all the statues. The only way to get to it is to bring a Battle-type Innocent Devil with the Shoulder Ride ability and run into the statues with him.



The Tower of Eternity and Tower of Evermore



You'll find the Tower of Eternity in the northeastern quadrant of the forest.

Once you enter this tower, you'll have waded through 50 floors of enemies up to Lv.32, with no going back until you reach the top. Once you get inside, there are only a couple of ways to escape the Tower: You can get to the 50th floor and then jump over the wall to get out, or you can use a Ticket item to warp away at any time.

The Tower of Evermore is really in the Garibaldi Temple area, but there's no entrance door! In order to reach it, you have to first get to the roof of the Tower of Eternity. If you look over the ledge in the direction of the full moon, you'll notice the Tower of Evermore far in the distance. In order to reach this tower, you'll need to bring a Bird-type Innocent Devil and use the Long Glide Ability. Be very careful in the Tower of Evermore. Right away you will be assaulted by Lv.75 enemies that can kill you before you even blink if your level is not around 60 or so. Even then, it's a risky proposition. If you want to be safe, wait until you're around Lv.70 to explore this area.



continued

Secret Areas continued



Cordova Town — Crack in the Wall

Near the town entrance (from the forest), you'll notice a crack in one of the walls and a room beyond it. In order to get past this obstacle, you'll need the Magic Circle ability from a Devil-type Innocent Devil.

Cordova Town — Room of Chairs

Next to the southern warp room in this area, you may find a mysterious room full of chairs of all kinds.

Throughout the game there are all kinds of chairs scattered about for no particular reason. If you've sat in the requisite chair, it will then appear in this room. You can get an idea of how many more chairs there are in the game to find by looking how many empty patches you have remaining on the floor in this room. You won't get anything particularly useful for sitting in all the chairs in the game, so it's not really worth your trouble.



Cordova Town — To the Machine Tower



In the northern section of the town, you'll find a hallway filled with candles. The candles automatically go out one by one, and the door at the end automatically closes before you can actually reach it. The key here is to use the Time Stop ability of the Mage-type Innocent Devil that you recently obtained. With time stopped, you'll have plenty of time to reach the door before all the candles go out.

Eneomaos Machine Tower — Working the Lifts

There are a few lifts in this area that can be a bit obtuse to operate.

There's no switch or anything to activate them. In order to get one to work, you'll need to face and attack any of the gear-shaped columns repeatedly. You'll have to keep hitting the gear over and over until you get to the top; otherwise the lift will lose momentum and will start to slip back downward.



Eneomaos Machine Tower — Secret Areas



On the way back down the tower after you defeat the boss, be sure to explore all the secret areas on the second floor by using the recently-earned Magic Circle ability from your Devil-type Innocent Devil. The Magic Circle will let you slip under any gap or crack in the wall that's too low for you to walk through.

Aiolon Ruins — Item in the Wall

Just after the first save point in the Aiolon Ruins, you'll find a suspicious-looking part of the wall high above the ground. If you continuously fire at this part of the wall with the turret in the middle of the room, eventually an item will come out!



Aiolon Ruins — Shortcut to the Abandoned Castle

Roughly in the center of the ruins, destroying a false wall at a dead end will reveal another secret shortcut that leads back to the Abandoned Castle.

Aiolon Ruins — Thorn-Covered Door

Next to the warp room in this area, there's another room with a door that's completely covered with thorns. In order to get rid of the thorns, you'll need to bring along a Mage-type Innocent Devil that knows any kind of fire-based magic, like Floating B.



Aiolon Ruins — Press It and See



There's an unassuming-looking hallway in the ruins that seems completely empty, but if you look carefully along the trim in the ceiling, you'll discover a mysterious switch. The only way you can manipulate this switch is if you bring along a Fairy-type Innocent Devil who knows the Press It and See ability. If he's along with you, he will automatically notice the switch and press it, revealing a bunch of additional secret rooms for you to explore.

Infinite Corridor — The Really, Really Heavy Door

Just south of the large crystal fixture in this area, you'll find a gigantic door that's impossible for you to open. Most heavy doors in the game can only be opened via the Brute Force ability of the Battle-type Innocent Devil, but this kind of door is special. To open it, your Innocent Devil will have to know Brute Force Lv.2.



Infinite Corridor — Regular Glide Just Isn't Enough



Just north of that same crystal fixture, you'll find a wide expanse that can only be navigated with the Long Glide ability of your Bird-type Innocent Devil. In this case, the regular Glide ability just isn't going to be enough to get you all the way across.

Dracula's Castle — Medusa Ring

Part-way through Dracula's Castle, you'll find one of those silly chairs at the end of the outside wall. The section of wall right behind the chair looks pretty suspicious behind the chair. Attack it repeatedly and you'll see the Medusa Ring drop out!



Dracula's Castle — Pumpkin-Type Innocent Devil



On the sixth floor of Dracula's Castle, you'll find the room that houses the very last Innocent Devil in the game: the Pumpkin-type. But you can't just walk up to it and take it! In order to obtain this Innocent Devil, you'll need to first create the Pumpkin Mace, and then attack this sleeping pumpkin with it. To get the

Pumpkin Mace, you'll need the Piko-Piko Hammer and the Pumpkin Head, and those items can be created by assembling Mace + Miracle Egg and Iron Mask + Miracle Egg, respectively. Consult the Equipment Catalog and Material Catalog for full details on how to assemble each item.

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The Secret of the Water

You may have noticed several locations in the game that are blocked by water. However, there isn't any kind of special item or ability that lets you swim or walk on water or anything like that. When you defeat Dullahan at the end of the Infinite Corridor, all these bodies of water will automatically drain. At that point, check out these old locations for some new surprises:



Area	New section revealed by water drain
Baljhet Mountains	Behind the waterfall just to the west of the warp room
Mortavia Aqueduct	The water-filled dead end on 1F
Mortavia Aqueduct	The boss room
Forest of Jigamunt	The small lake adjacent to the west most save point

Bestiary

Here's a catalog of every enemy you'll find in the game. Almost every enemy has a particular level associated with it, and higher-level versions of the same enemies almost always drop the same items as their lower-level counterparts. In the charts below, "Drop 1" and "Drop 2" refer to rare items that may be dropped by an enemy as you defeat them. Typically, the second drop item is considerably more rare than the first one. "Steal Item" is the item that you can obtain from the enemy by stealing. You'll get the steal ability fairly early on in the game, shortly after you reach the Baljhet Mountains.

No.	Enemy Name	HP	EXP	Drop 1	Drop 2	Steal Item
001	Skeleton Lv.1	21	1	Bronze	—	\$10
002	Executioner Lv.2	210	4	—	Hamburger	\$50
003	Ghost Lv.3	44	2	—	—	\$50
004	Merman Lv.4	77	5	—	—	\$50
005	Spirit Lv.4	32	1	—	Potion	\$10
006	Skeleton Blaze Lv.5	150	8	Wild Memory	—	Potion
007	Fenrir Lv.5	95	6	Wild Memory	Hot Dog	\$10
008	Blood Skeleton Lv.5	0	1	—	—	\$50
009	Zombie Lv.5	50	4	Wild Memory	—	\$10
010	Cockatrice Lv.6	221	9	Jet Black	Sunnyside-up Egg	\$100
011	Lizardman Lv.6	138	7	Jet Black	Leather Helm	\$50
012	Wizard Lv.6	72	5	—	Spirit of Fuji	Memorial Ticket
013	Orc Lv.7	60	6	Aluminum	French Fries	\$10
014	Armor Knight Lv.7	185	11	Aluminum	Gano	Magical Ticket
015	Efreest Lv.7	282	11	Jet Black	Sunnyside-up Egg	Sun Tears
016	Flea Man Lv.7	1	1	—	Milk	\$10
017	Cyclops Lv.8	276	16	—	Rice	Jet Black
018	Wizard Lv.8	85	7	—	Spirit of Fuji	Memorial Ticket
019	Skeleton Lv.9	49	4	Bronze	—	\$10
020	Crazy Armor Lv.9	1,330	50	—	—	Galtite
021	Fenrir Lv.10	143	15	Wild Memory	Hot Dog	\$10
022	White Dragon Lv.10	98	14	—	—	\$50
023	Efreest Lv.11	376	21	Jet Black	Sunnyside-up Egg	Sun Tears
024	Ghost Lv.11	88	11	—	—	\$50
025	Dead Fencer Lv.12	213	21	Knight's Vein	—	Holy Man's Vein
026	Dead Baron Lv.12	214	22	Knight's Vein	Wine	Holy Man's Vein
027	Lesser Demon Lv.13	149	27	Aluminum	Lollipop	Spirit of Fuji
028	Bone Soldier Lv.13	72	18	Steel	Knight's Vein	\$50
029	Blaze Master Lv.14	247	38	Ancient Memory	—	Ceremonial Tool
030	Slogra Lv. 14	281	39	—	Borscht	\$100
031	Wyvern Lv.14	1,900	240	—	—	Shortcake
032	Orc Lv.14	95	19	Aluminum	French Fries	\$10
033	Armor Knight Lv.15	308	41	Aluminum	Gano	Magical Ticket
034	Phantom Sword Lv.15	310	42	Knight's Vein	Ramen	\$100
035	Spectral Sword Lv.15	314	43	Knight's Vein	High Potion	\$200
036	Thief Lv.15	154	27	—	—	\$1
037	Merman Lv.15	170	36	Ancient Memory	—	\$50
038	Fishman Lv.16	189	44	Ancient Memory	—	Aquamarine
039	Ectoplasm Lv.16	78	11	Uncurse	Curse Sealing Ring	\$50
040	Dark Warlock Lv.17	145	29	Steel	Spirit of Fuji	\$50
041	Gaibon Lv.17	220	64	—	Piroshki	\$50
042	Wolf Skeleton Lv.17	99	42	—	Potion	\$50
043	Bone Soldier Lv.18	92	36	Steel	Knight's Vein	\$50
044	Spirit Lv.19	86	16	—	Potion	\$10
045	Frost Dragon Lv.19	158	54	—	—	\$50
046	Thunder Dragon Lv.20	168	60	—	—	\$50
047	Thief Lv.21	200	54	—	—	\$1

continued

IF YOU THINK
THE DICE LOOK WEIRD,
IMAGINE WHAT YOU CAN DO WITH THEM.



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No.	Enemy Name	HP	EXP	Drop 1	Drop 2	Steal Item
048	Ectoplasm Lv.22	100	23	Uncurse	Curse Sealing Ring	\$50
049	Basilisk Lv.23	591	101	—	Ramen	\$200
050	Lizardman Lv.23	280	81	Jet Black	Leather Helm	\$50
051	Wolf Skeleton Lv.23	126	85	Indigo Steel	Potion	\$50
052	Lesser Demon Lv.23	232	89	Aluminum	Lollipop	Spirit of Fuji
053	Sniper Orc Lv.24	131	58	Ancient Memory	Carbon Steel	\$50
054	Assassin Zombie Lv.24	232	108	Indigo Steel	Jade	\$200
055	Skeleton Diver Lv.24	3,422	720	—	—	Sushi
056	Vassago Lv.25	168	66	—	—	Ceremonial Tool
057	Red Ogre Lv.25	753	155	Indigo Steel	—	Galtite
058	Great Armor Lv.25	465	117	Steel	Short Sword	Carbon Steel
059	Zombie Lv.26	155	67	Wild Memory	—	\$10
060	Skeleton Rider Lv.26	465	126	—	Dung	Dragon Scale
061	Executioner Lv.26	465	181	—	Hamburger	\$50
062	Ghoul Lv.27	160	96	White Steel	Ramen	\$100
063	Thunder Demon Lv.27	278	132	—	Storm Ring	Lightning Stone
064	White Graval Lv.27	371	114	White Steel	Serum	\$100
065	Frost Demon Lv.28	294	149	—	Ice Cream	\$100
066	Lizard Shaman Lv.28	386	127	Indigo Steel	—	Ether
067	Death Ripper Lv.29	7	2	—	Ice Cream	\$100
068	Dead Fencer Lv.30	438	140	Knight's Vein	—	Holy Man's Vein
069	Sniper Orc Lv.30	158	90	Ancient Memory	Carbon Steel	\$50
070	Minotaurus Lv.30	4,200	1,120	—	—	Devil Iron
071	Flame Demon Lv.31	306	168	—	Sun Tears	Phlogiston
072	Dead Baron Lv.31	454	156	Knight's Vein	Wine	Holy Man's Vein
073	Rapid Sniper Lv.31	169	96	Ceramics	Pork Bowl	\$100
074	Iron Gladiator Lv.31	576	264	—	Soft Leather Armor	Damascus Steel
075	Thief Lv.32	285	130	—	—	\$1
076	Gi-Lee Lv.31	284	126	—	—	\$1
077	Necromancer Lv.31	245	114	Red Steel	Spirit of Fuji	\$100
078	Harpy Lv.32	340	293	Red Steel	—	Orichalcum
079	Spirit Lv.32	133	46	—	Potion	\$10
080	Armored Sprinter Lv.33	369	188	Red Steel	Stun Resist Ring	\$100
081	Undead Lord Lv.33	171	132	Red Steel	—	\$100
082	Issac Lv.34	5,850	1,460	—	—	Devil's Vein
083	Vassago Lv.34	218	124	—	—	Ceremonial Tool
084	Wight Lv.35	228	139	—	—	\$100
085	Assassin Zombie Lv.34	312	219	Indigo Steel	Jade	\$100
086	Gaibon Lv.34	390	292	—	Piroshki	\$50
087	Necromancer Lv.35	272	146	Red Steel	Spirit of Fuji	\$100
088	Great Armor Lv.35	620	231	Steel	Short Sword	Carbon Steel
089	Merman Lv.35	340	208	Ancient Memory	—	\$50
090	Fishman Lv.35	360	231	Ancient Memory	—	Aquamarine
091	Skeleton Trooper Lv.35	640	233	Ceramics	—	\$200
092	Wight Lv.36	234	148	—	—	\$100
093	Jin Lv.36	820	254	—	Midas' Gold	Frenzy of Wind
094	Slogra Lv.37	629	280	—	Borscht	\$100
095	Ectoplasm Lv.37	157	66	Uncurse	Curse Sealing Ring	\$50
096	Saint Germain Lv.37	4,250	1,730	—	—	Immortal Fragment
097	Flame Demon Lv.38	374	255	—	Sun Tears	Phlogiston
098	Thunder Demon Lv.38	383	264	—	Storm Ring	Lightning Stone
099	Frost Demon Lv.38	392	273	—	Ice Cream	\$100
100	Skeleton Lv.38	154	64	Bronze	—	\$10
101	Bone Soldier Lv.38	176	164	Steel	Knight's Vein	\$50
102	Undead Lord Lv.38	198	173	Red Steel	—	\$100
103	White Dragon Lv.38	286	218	—	—	\$50
104	Blaze Phantom Lv.39	683	317	—	Punch Rings	Dark Matter
105	Unicorn Lv.39	414	288	Forgotten Memory	Beelzebub's Seal	\$200
106	Amduclias Lv.39	423	298	Forgotten Memory	Angel Halo	\$200
107	Frost Dragon Lv.39	300	230	—	—	\$50
108	Rapid Sniper Lv.40	221	178	Ceramics	Pork Bowl	\$100
109	Flea Man Lv.40	5	2	—	Milk	\$10
110	Death Ripper Lv.40	9	4	—	Ice Cream	\$100
111	Thunder Dragon Lv.40	315	266	—	—	\$50
112	Trevor Lv.40	4,700	2,220	—	—	Curry
113	Vassago Lv.41	272	216	—	—	Ceremonial Tool
114	Final Guard Lv.42	700	582	Adamantine	High Potion	\$500
115	Evil Core Lv.42	190	116	—	Miracle Egg	Dark Crystal



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Bestiary *continued*

No.	Enemy Name	HP	EXP	Drop 1	Drop 2	Steal Item
116	Dark Warlock Lv.42	330	262	Steel	Spirit of Fuji	\$50
117	Zombie Lv.42	250	233	Wild Memory	—	\$10
118	Ghoul Lv.42	250	306	White Steel	Ramen	\$100
119	Flame Demon Lv.43	438	458	—	Sun Tears	Phlogiston
120	Thunder Demon Lv.43	448	474	—	Storm Ring	Lightning Stone
121	Frost Demon Lv.43	458	491	—	Ice Cream	\$100
122	White Graval Lv.43	597	409	White Steel	Serum	\$100
123	Lizard Shaman Lv.43	603	419	Indigo Steel	—	Ether
124	Undead Lord Lv.43	232	311	Red Steel	—	\$100
125	Assassin Zombie Lv.44	424	554	Indigo Steel	Jade	\$200
126	Blaze Phantom Lv.44	795	609	—	Punch Rings	Dark Matter
127	Armored Sprinter Lv.44	514	498	Red Steel	Stun Resist Ring	\$100
128	Unicorn Lv.44	482	582	Forgotten Memory	Beelzebub's Seal	\$200
129	Amduscias Lv.44	493	572	Forgotten Memory	Angel Halo	\$200
130	Slogra Lv.45	814	622	—	Borscht	\$100
131	Efreet Lv.45	1,320	576	Jet Black	Sunnyside-up Egg	Sun Tears
132	Jin Lv.45	1,100	595	—	Midas' Gold	Frenzy of Wind
133	Fishman Lv.45	495	576	Ancient Memory	—	Aquamarine
134	Galbon Lv.45	550	768	—	Piroshki	\$50
135	Skeleton Rider Lv.45	825	576	—	Dung	Dragon Scale
136	Great Armor Lv.46	883	603	Steel	Short Sword	Carbon Steel
137	Harpy Lv.46	530	905	Red Steel	—	Orichalcum
138	Cockatrice Lv.46	1,146	603	Jet Black	Sunnyside-up Egg	\$100
139	Basilisk Lv.46	1,203	615	—	Ramen	\$200
140	Spectral Sword Lv.47	926	672	Knight's Vein	High Potion	\$200
141	Cyclops Lv.47	1,251	819	—	Rice	Jet Black
142	Executioner Lv.47	885	903	—	Hamburger	\$50
143	Iron Gladiator Lv.47	944	924	—	Soft Leather Armor	Damascus Steel
144	Red Ogre Lv.48	1,531	872	Indigo Steel	—	Galtite
145	Dullahan Lv.49	7,875	4,590	—	—	Purple Glitter
146	Isaac Lv.50	6,500	4,800	—	—	Cheese
147	Death Lv.51	6,700	4,960	—	—	Death Pulse
148	Legion Lv.52	6,900	0	—	—	Pizza
149	Nuculais	8,875	5,370	—	—	Nepoletana
150	Final Guard Lv.75	1,610	1,338	Adamantine	High Potion	\$500
151	Cyclops Lv.75	2,438	1,305	—	Rice	Jet Black
152	Red Ogre Lv.75	2,886	1,331	Indigo Steel	—	Galtite
153	Flea Man Lv.75	11	7	—	Milk	\$10
154	Death Ripper Lv.75	23	13	—	Ice Cream	\$100
155	Blood Skeleton Lv.75	0	167	—	—	\$50
156	Ghoul Lv.75	575	702	White Steel	Ramen	\$100
157	Duke Mirage	1,461	2,007	Light Ring	—	\$500
158	Golden Bones	12,000	0	Miracle Egg	Miracle Egg	\$1,000
159	Dracula (1)	2,920	5,580	—	—	Tomato Juice
160	Dracula (2)	7,500	5,790	—	—	Vampire Blood

Material Catalog

The following is a list of all the materials in the game and several important notes about each. The greater the Sell Value of a material is, the harder it is to find. Some of the most valuable materials can only be stolen from bosses, so be sure to obtain them if you want to make some of the best weapons in the game.

"How to Obtain" describes the easiest method for obtaining that material. (There may be other ways, too.)

"Required to Create..." describes what item can be created using the material, but it doesn't list the entire recipe; if you want to know that, look it up in the Equipment Catalog in the pages that follow. If there's a second item that involves first creating the listed item, that will appear in parentheses after the first item.

For example, let's look at the entry for Devil's Vein. The Devil's Vein is a required component in creating the Chauve-souris. However, the Chauve-souris is also required to create the Death's Scythe. So, if you want both the Chauve-souris and the Death's Scythe, you will need at least two Devil's Veins (among several other items).



Material	Value	How to Obtain	Required by
Bronze	25	Dropped by Skeleton (any)	Punch Rings (Baghnaks, Ring), Spike Shield, Lorica, Leather Helm (many items), Short Sword (many items)
Wild Memory	25	Dropped by Zombie (any)	Bamboo Sword (many items), Club (Bat), Gano (many items), Bamboo Lance (Deck Brush, Nyo-Bo), Soft Leather Armor (many items), Leather Helm (many items), Ada (Kris Naga, Claws, Boomerang)
Steel	30	Dropped by Bone Soldier (any)	Jur (Knuckle Duster), Spike Shield, Lamellar (Eastern Armor), Nodachi (Topknot, Dragon Killer, Muramasa), Mace (Piko-Piko Hammer, Morgenstern), Frying Pan, Naginata (Versatile Spear)



Material Catalog *continued*

Material	Value	How to Obtain	Required to Create
Aluminum	30	Dropped by Armor Knight (any)	Dung (Lance, Long Spear), Punch Rings (Baghnakhs, Ring), Corinthian Helmet (Thracian Helmet), Estoc, Foil (Main Gauche, Rapier)
Ancient Memory	30	Dropped by Fishman (any)	Club (Bat), Bullova (Bardiche, Tabar, Halberd), Baghnakhs (Juri), Eastern Armor (Brigandine, Barbarian Armor), Lorica, Kris Naga (Damascus Sword), Bamboo Sword (many items)
Indigo Steel	35	Dropped by Wolf Skeleton Lv.23	Chain Mail (Banded Mail), Sallet (Armet, Burgonet), Schiavona, Zagnhol, Long Spear (Do Sanga), Knuckle Duster (many items)
White Steel	40	Dropped by Ghoul (any)	Metal Glove (Iron Shell Fists, Force Glove), Banded Mail, Plate Mail, Lobster Tail Pod, Claymore (Dragon Killer, Feather Sword), Rapier (Colichemarde), Tabar (War Hammer, Electric Guitar)
Red Steel	45	Dropped by Undead Lord (any)	Iron Shell Fists, Shuriken (Boomerang, Fire Flask, Hanzou's Clothes), Field Armor (Cuirassair Armor), Armet (Cross Helmet), Burgonet (Crest Helm), Iron Mask (Pumpkin Head), Zagnhol
Jet Black	50	Dropped by Lizardman (any)	Broad Sword (Schiavona), Bamboo Lance (Deck Brush, Nyoi-Bo), Dung (Lance, Long Spear), Hard Leather Armor
Galtite	50	Steal from Red Ogre (any)	Force Glove, Hein (Gatling Gun)
Knight's Vein	60	Dropped by Bone Soldier (any)	Brigandine (Half Plate), Gallic Helmet (Frog Mouth Helm, Sallet), Barrel Helm, Zweihander (Claymore), Lance (Halberd)
Carbon Steel	60	Steal from Great Armor (any)	Half Plate (Barbarian Armor, Banded Mail, Alucart Mail), Barrel Helm, Sword Breaker, Main Gauche (Sword Breaker), Morgenstern (Bardiche)
Spirit of Fuji	75	Dropped by Wizard, Dark Warlock, Necromancer (any)	Sasumata (Naginata, Trident), Shuriken (Boomerang, Fire Flask, Hanzou's Clothes), Black Belt Suit (Hanzou's Clothes), Eastern Armor (Brigandine, Barbarian Armor), Tengu Mask (Topknot), Nodachi (Dragon Killer, Muramasa)
Sun Tears	75	Steal from Efreet (any)	Hide Armor (Sports Kit), Thracian Helmet (Barrel Helm), Stone Mask (Face Guard, Tengu Mask)
Ceramics	80	Dropped by Rapid Sniper (any)	Crest Helm, Bastard Sword (Laser Blade), Dragon Killer (Battle Axe), Halberd, Ring (Hora), Parade Armor (Maximilian Armor)
Ether	80	Steal from Lizard Shaman (any)	Ten-Gallon Hat, Kris Naga (Damascus Sword), Muramasa, Colichemarde (Estoc, Hien), Frying Pan, Trident (Chauve-souris, Versatile Spear), Versatile Spear (Chauve-souris), Bomb (Fire Flask, Gatling Gun)
Holy Man's Vein	90	Steal from Dead Fencer or Baron (any)	Maximilian Armor, Morgenstern (Bardiche), Lance (Halberd)
Ceremonial Tool	100	Steal from Vassago (any)	Sports Kit (Sports Jersey, School Cap), Ada (Kris Naga, Claws, Boomerang), Sasumata (Naginata, Trident)
Dark Crystal	100	Steal from Evil Core Lv.42	Chauve-souris (Death's Scythe), Electric Guitar, 7 Bladed Sword (Laser Blade, Death's Scythe), Muramasa
Forgotten Memory	100	Dropped by Unicorn (any), Amaduscias (any)	Estoc, Battle Axe (Death's Scythe), Hora (Pata)
Phlogiston	100	Steal from Flame Demon (any)	Bomb (Fire Flask, Gatling Gun), Gatling Gun, Versatile Spear (Chauve-souris)
Midas' Gold	100	Dropped by Jin (any)	Prince's Clothes (Dracula's Clothes), Alucart Mail
Frenzy of Wind	120	Steal from Jin (any)	Shuriken (Boomerang, Fire Flask, Hanzou's Clothes), Feather Sword
Aquamarine	125	Steal from Fishman (any)	Frog Mouth Helm (Lobster Tail Pod), Deck Brush, Trident (Versatile Spear, Chauve-souris)
Angel Halo	125	Dropped by Amaduscias (any)	Maximilian Armor, Cross Helmet, Feather Sword, Estoc
Adamantine	150	Dropped by Final Guard (any)	Shuriken (Boomerang, Fire Flask, Hanzou's Clothes), Cuirassair Armor (Parade Armor), Masakado's Helm, Feather Sword, War Hammer, Do Sanga
Dark Matter	150	Steal from Blaze Phantom (any)	Force Glove, Hein (Gatling Gun)
Dragon Scale	150	Steal from Skeleton Rider (any)	Kris Naga (Damascus Sword)
Damascus Steel	200	Steal from Iron Gladiator (any)	Burgonet (Crest Helm), 7 Bladed Sword (Laser Blade, Death's Scythe), Damascus Sword (7 Bladed Sword), Colichemarde (Estoc, Hien)
Jade	200	Dropped by Assassin Zombie (any)	Stone Mask (Face Guard, Tengu Mask)
Orichalcum	200	Steal from Harpy (any)	Parade Armor (Maximilian Armor), Feather Sword, Nyoi-Bo
Miracle Egg	250	Dropped by Evil Core Lv.42, Golden Bones	Claws, Pumpkin Head (Pumpkin Mace), Piko-Piko Hammer (Pumpkin Mace, Clown Suit)
Beelzebub's Seal	300	Dropped by Unicorn (any)	7 Bladed Sword (Laser Blade, Death's Scythe)
Purple Glitter	300	Steal from Dullahan Lv.49	Laser Blade
Vampire Blood	350	Steal from Dracula (second form)	Dracula's Clothes
Immortal Fragment	400	Steal from Saint Germain Lv.37	Gatling Gun
Lightning Stone	500	Steal from Thunder Demon (any)	Electric Guitar, Muramasa
Devil Iron	500	Steal from Minotaurus Lv.30	Hein (Gatling Gun)
Death's Pulse	600	Steal from Death Lv.51	Death's Scythe
Devil's Vein	750	Steal from Issac Lv.34	Chauve-souris (Death's Scythe)



Equipment Catalog

You'll find all the equipment in the game in the tables that follow. The great majority of equipment has to be combined using materials and other items. The "Materials Needed" column in these tables describes exactly what items you'll need to create each listed item.

Weapons

No.	Name	SP	MP	Cost	Materials Needed
One-Handed Swords					
01	Short Sword	+10	—	50	Bronze x2
02	Broad Sword	+20	—	150	No.01 Short Sword, Jet Black
03	Ada	+23	—	250	No.01 Short Sword, No.39 Gano, Ceremonial Tool, Wild Memory
04	Sword Breaker	+23	+5	300	No.01 Short Sword, No.19 Main Gauche, Carbon Steel
05	Schiavona	+25	—	400	No.02 Broad Sword, Indigo Steel
06	Kris Naga	+28	—	500	No.03 Ada, Dragon Scale, Ether, Ancient Memory
07	Damascus Sword	+33	—	750	No.06 Kris Naga, Damascus Steel
08	Bastard Sword	+35	—	750	No.01 Short Sword, Ceramics
09	7 Bladed Sword	+50	—	1,500	No.07 Damascus Sword, No.01 Short Sword x6, Beelzebub's Seal, Dark Crystal
10	Laser Blade	+55	—	4,000	No.01 Short Sword, No.02 Broad Sword, No.03 Ada, No.04 Sword Breaker, No.05 Schiavona, No.06 Kris Naga, No.07 Damascus Sword, No.08 Bastard Sword, No.09 7 Bladed Sword, Purple Glitter
Two-Handed Swords					
11	Bamboo Sword	+5	—	10	Ancient Memory, Wild Memory
12	Zweihander	+35	—	100	No.01 Short Sword, Knight's Vein
13	Nodachi	+40	—	400	No.11 Bamboo Sword, Steel, Spirit of Fuji
14	Claymore	+45	—	600	No.12 Zweihander, White Steel
15	Dragon Killer	+55	—	1,000	No.13 Nodachi, No.14 Claymore, Ceramics
16	Muramasa	+60	—	2,000	No.13 Nodachi, Ether, Lightning Stone, Dark Crystal
17	Feather Sword	+70	—	3,000	No.12 Zweihander, Adamantine, Frenzy of Wind, Orichalcum, Angel Halo
Rapiers					
18	Foil	+10	—	200	Short Sword, Aluminum
19	Main Gauche	+20	10	450	No.18 Foil, Carbon Steel
20	Rapier	+28	—	600	No.18 Foil, White Steel
21	Colichemarde	+35	—	700	No.20 Rapier, Damascus Steel, Ether
22	Estoc	+38	—	1,000	No.21 Colichemarde, Aluminum, Forgotten Memory, Angel Halo
Bladed Axes					
23	Bullova	+40	—	100	No.30 Gano, Ancient Memory
24	Bardiche	+50	—	400	No.23 Bullova, No.35 Morgenstern
25	Tabar	+55	—	600	No.23 Bullova, White Steel
26	Battle Axe	+70	—	1,000	No.24 Bardiche, No.15 Dragon Killer, Forgotten Memory
27	War Hammer	+80	—	1,500	No.25 Tabar, Adamantine
28	Death's Scythe	+120	—	666	No.09 7 Bladed Sword, No.26 Battle Axe, No.49 Chauve-souris, Death's Pulse
Blunt Axes					
29	Piko-Piko Hammer	+1	—	75	No.33 Mace, Miracle Egg
30	Gano	+15	—	50	Short Sword, Wild Memory
31	Frying Pan	+17	—	100	Phlogiston, Ether, Steel
32	Club	+20	—	15	No.30 Gano, Ancient Memory, Wild Memory
33	Mace	+25	—	350	No.30 Gano, Steel
34	Pumpkin Mace	+27	—	1,500	No.29 Piko-Piko Hammer, No.10 Pumpkin Head
35	Morgenstern	+40	—	400	No.33 Mace, Carbon Steel, Holy Man's Vein
36	Zaghnol	+45	—	450	No.30 Gano, Indigo Steel, Red Steel
Spears					
37	Deck Brush	+6	—	4	No.38 Bamboo Lance, Aquamarine
38	Bamboo Lance	+10	—	2	Wild Memory, Jet Black
39	Dung	+15	—	75	Aluminum, Jet Black
40	Sasumata	+19	—	100	Ceremonial Tool, Spirit of Fuji
41	Lance	+23	—	150	No.39 Dung, Holy Man's Vein, Knight's Vein
42	Naginata	+27	—	250	No.40 Sasumata, Steel
43	Long Spear	+27	—	350	No.39 Dung, Indigo Steel
44	Trident	+30	—	450	No.40 Sasumata, Ether, Aquamarine
45	Versatile Spear	+30	—	600	No.44 Trident, No.42 Naginata, Ether, Phlogiston
46	Halberd	+32	—	700	No.41 Lance, No.23 Bullova, Ceramics
47	Nyoi-Bo	+15	—	2,000	Bamboo Sword x5, Bamboo Lance x5, Orichalcum
48	Do Sanga	+38	—	750	No.43 Long Spear, Adamantine
49	Chauve-souris	+50	—	1,200	No.44 Trident, No.45 Versatile Spear, Devil's Vein, Dark Crystal
Knuckles					
50	Champion Glove	+2	—	350	No.55 Knuckle Duster, No.05 Sports Jersey
51	Punch Rings	+7	—	50	Aluminum, Bronze
52	Baghnakhs	+10	—	100	No.51 Punch Rings, Ancient Memory
53	Claws	+13	—	120	No.60 Pata, No.03 Ada, Miracle Egg
54	Jur	+15	—	150	No.52 Baghnakhs, Steel
55	Knuckle Duster	+15	—	250	No.54 Jur, Indigo Steel



Weapons continued

No.	Weapon	DEF	STR	CON	LCK	Set Value	Materials Needed
Knuckles							
56	Metal Glove	+20	—	—	300	No.55 Knuckle Duster, White Steel	
57	Iron Shell Fists	+25	—	—	400	No.56 Metal Glove, Red Steel	
58	Ring	+25	—	—	600	No.51 Punch Rings, No.01 Short Sword, Ceramics	
59	Hora	+30	—	—	800	No.58 Ring, Forgotten Memory	
60	Pata	+35	—	—	1,000	No.59 Hora, No.01 Short Sword	
61	Force Glove	+45	—	—	1,200	No.55 Knuckle Duster, No.56 Metal Glove, Dark Matter, Galtite	
Special Weapons							
62	Gatling Gun	+0	—	—	10,000	No.67 Hein, No.63 Bomb, No.65 Fire Flask, Phlogiston, Immortal Fragment	
63	Bomb	+0	—	—	200	Phlogiston, Ether	
64	Boomerang	+0	—	—	800	No.66 Shuriken, No.03 Ada	
65	Fire Flask	+0	—	—	250	No.66 Shuriken, No.63 Bomb	
66	Shuriken	+0	—	—	400	Adamantine, Frenzy of Wind, Red Steel, Spirit of Fuji	
67	Hien	+55	—	—	300	No.55 Knuckle Duster, No.21 Colichemarde, Dark Matter, Devil Iron, Galtite	
68	Spike Shield	+40	—	—	200	No.08 Soft Leather Armor, No.04 Leather Helm, Bronze x9, Steel x9	
69	Bat	+20	—	—	56	No.32 Club, Steel	
70	Electric Guitar	+25	—	—	800	No.25 Tabar, Lightning Stone, Dark Crystal	

Headgear

No.	Helmet	DEF	STR	CON	LCK	Set Value	Materials Needed
01	School Cap	+1	—	—	—	10	No.11 Bamboo Sword, No.02 Sports Kit
02	Topknot	+1	—	—	—	5	No.13 Nodachi, No.09 Tengu Mask
03	Ten-Gallon Hat	+1	—	+10	—	10	No.04 Leather Helm, Ether
04	Leather Helm	+2	—	—	—	50	Bronze, Wild Memory
05	Stone Mask	+2	+5	+5	-5	250	Jade, Sun Tears
06	Face Guard	+3	—	—	—	1	No.05 Stone Guard, No.30 Gano
07	Corinthian Helmet	+4	—	—	—	100	Leather Helm, Aluminum
08	Iron Mask	+5	—	—	—	50	No.06 Face Guard, Red Steel
09	Tengu Mask	+5	—	—	—	25	No.06 Face Guard, Spirit of Fuji
10	Pumpkin Head	+5	—	—	—	15	No.08 Iron Mask, Mirage Egg
11	Thracian Helmet	+8	—	—	—	110	No.07 Corinthian Helmet, Sun Tears
12	Gallic Helmet	+10	—	—	—	125	No.04 Leather Helm, Knight's Vein
13	Frog Mouth Helm	+12	—	—	—	200	No.12 Gallic Helmet, Aquamarine
14	Sallet	+14	—	—	—	250	No.12 Gallic Helmet, Indigo Steel
15	Masakado's Helm	+15	+10	+10	-10	1,000	No.02 Topknot, Adamantine
16	Barrel Helm	+16	—	—	—	300	No.11 Thracian Helmet, Carbon Steel, Knight's Vein
17	Lobster Tail Pod	+18	—	—	—	350	No.13 Frog Mouth Helm, White Steel
18	Armet	+20	—	—	—	375	No.14 Sallet, Red Steel
19	Burgonet	+22	—	—	—	400	No.14 Sallet, Damascus Steel, Red Steel
20	Crest Helm	+24	—	—	—	450	No.19 Burgonet, Ceramics
21	Cross Helmet	+26	—	—	—	500	No.18 Armet, Angel Halo

Armor

No.	Armor	DEF	STR	CON	LCK	Set Value	Materials Needed
01	Alucart Mail	+1	—	—	—	1	No.18 Half Plate, Midas' Gold
02	Sports Kit	+2	+5	—	—	10	No.04 Hide Armor, Ceremonial Tool
03	Spedal Ops	+2	—	—	—	46	No.01 School Cap, No.69 Bat
04	Hide Armor	+3	—	+5	—	4	No.08 Soft Leather Armor, Sun Tears
05	Sports Jersey	+3	—	+5	—	12	No.02 Sports Kit, No.69 Bat
06	Clown Suit	+3	—	—	+5	450	No.05 Sports Jersey, No.29 Piko-Piko Hammer
07	Prince's Clothes	+3	—	—	+10	500	No.06 Clown Suit, Midas' Gold
08	Soft Leather Armor	+5	—	—	—	50	Wild Memory
09	Black Belt Suit	+5	+5	+5	—	46	No.05 Sports Jersey, Spirit of Fuji
10	Hard Leather Armor	+8	—	—	—	150	Soft Leather Armor, Jet Black
11	Loric	+10	—	—	—	100	Bronze, Ancient Memory
12	Kendo Suit	+10	—	—	—	93	No.19 Barbarian Armor, No.11 Bamboo Sword
13	Hanzou's Clothes	+10	+10	+10	—	250	No.09 Black Belt Suit, No.66 Shuriken
14	Lamellar	+12	—	—	—	300	Steel x2
15	Eastern Armor	+14	—	+5	—	140	No.14 Lamellar, Ancient Memory, Spirit of Fuji
16	Brigandine	+16	—	—	—	160	No.15 Eastern Armor, Knight's Vein
17	Chain Mail	+20	—	—	—	375	Indigo Steel x2
18	Half Plate	+24	—	—	—	200	No.16 Brigandine, Carbon Steel
19	Barbarian Armor	+28	—	+5	—	240	No.15 Eastern Armor, No.18 Half Plate
20	Banded Mail	+30	—	—	—	250	No.17 Chain Mail, No.18 Half Plate, White Steel
21	Dracula's Clothes	+30	+10	+10	-5	333	No.07 Prince's Clothes, Vampire Blood
22	Plate Mail	+32	—	—	—	280	White Steel x2
23	Field Armor	+35	—	—	—	400	Red Steel x2
24	Cuirassir Armor	+40	—	—	—	500	No.23 Field Armor, Adamantine
25	Parade Armor	+45	—	—	—	550	No.23 Field Armor, Orichalcum x2, Ceramics x3
26	Maximilian Armor	+50	—	—	—	600	No.25 Parade Armor, Angel Halo, Holy Man's Vein x2

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Strategy Guide
by Pat Reynolds

With *Shadow the Hedgehog*, Sega's *Sonic* series moves back to its roots, putting an emphasis on action over puzzle-solving, on speed over searching for deviously hidden objects. You play as Shadow, one of Sonic's more mysterious rivals; he's a hedgehog with similar abilities, but ambiguous morality. Is he good, evil or just indifferent to the world around him? That decision will be yours to make as you play through each stage, completing missions for different sides as you go. This walkthrough will take you through the core missions of the game and show you what you must do on each of these stages to complete both the light and dark missions. The choice to follow the path of the hero or that of darkness will be left for you to make on your own.

BASIC GAMEPLAY TIPS

If you're a newcomer to the *Sonic* world, this section will give you some basic tips on how to use Shadow's various abilities.

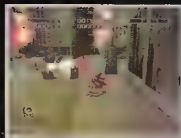
Rings



Like Sonic, Shadow relies on gold rings to stay alive and kicking. Collect these rings as you move through the stages. When Shadow gets hit, he'll lose some of the rings he's gathered. When this happens, quickly grab them before they disappear! If Shadow takes damage when he has no more rings to lose, he loses a life.

Regular Attacks

Without a weapon, Shadow is still a powerful fighter. Tapping the Attack button will cause him to unleash a three-hit punch/kick combo. While this is the least effective attack at his disposal, it's better than nothing and will often end up netting a weapon dropped from the defeated enemy.



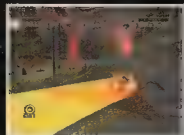
Sliding Attack



Tapping the Spin button while moving at a fast rate causes Shadow to slide. This allows him to slip under low doors and through cracks at the bases of walls, and it will also damage any enemy or obstacle in Shadow's path. This is a great attack for situations where you don't want to stop but need to clear a path

through a group of enemies.

Jump Dash



The Jump Dash is easily Shadow's most effective attack, the one that you'll use more often than any other technique in the game. If you jump into the air and then tap the Jump button again while in the general vicinity of a target, Shadow will home in on it and slam-attack the enemy. Even better, up to two additional attacks can be

made by tapping the Jump button once or twice more, letting you hit the same target multiple times, or zip from target to target. You'll use this technique to cross chasms by bouncing from enemy to enemy on numerous occasions during the game, so learn it well. You can also use the Jump Dash to perform the Triangle Jump, a technique which allows Shadow to dash across the space between walls, running on each wall a short distance to cross pits and other chasms safely.

Weapons

In addition to his inherent skills, Shadow can take weapons from fallen enemies or find them in crates scattered throughout the stages. Including swords, pistols, machine guns, lasers and bazookas, these weapons give Shadow some extra firepower that works wonders against tougher enemies, especially in cases where you don't want to get near enough to attack with conventional methods. All weapons have finite ammunition (or uses, in the case of melee weapons like swords and spears) and will automatically disappear when used up. Don't worry, though—there's always another enemy with another weapon up ahead.



HERO AND DARK POWERS

As Shadow performs actions relating to either the Hero or Dark missions within each stage, he'll fill meters that give him an ultimate power. Once full, the meter will begin to slowly drain, meaning you'll only have a matter of seconds to put your new power to use before the opportunity is gone.

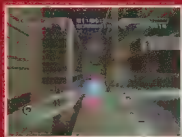
Chaos Blast

Filling the Dark meter (by defeating the GUN forces, destroying property or other evil actions) will allow Shadow to activate the Chaos Blast, a screen-filling explosion that destroys or heavily damages everything around him.



Chaos Control

When the Hero meter is full, Shadow can activate Chaos Control, a move that sends him hurtling forward through the stage for a few seconds. You'll get the added benefit of taking out any enemies in your path, avoiding the need to backtrack to defeat mission-specific targets. Be careful when you activate this power, though. There are times when it can send you past mission objectives, or if you're near the Chaos Emerald that completes the Normal mission, it will send you right into it and finish the stage, which can be bad if you're going for either the Hero or Dark mission.





WALKTHROUGH

This walkthrough will take you through the game, from start to finish, on the Normal path. Each time you play through *Shadow the Hedgehog* you'll complete six stages, but the missions you choose to complete during each stage will change your course through the game. The core set of six stages covered by this guide will give you a good understanding of how the different missions work, and we've included detailed instructions for completing all of the missions on each stage, but you'll be on your own if you choose to venture down the path of the Hero or join up with the Dark Arms forces.

STAGE 1—WESTOPOLIS

Shadow begins his quest in Westopolis, a city under attack by the mysterious black creatures. While the GUN forces fight against the invaders, the black army launches laser attacks from the sky, tearing up the landscape around Shadow. As you advance through the streets, you'll make your first choices about which side to join.

Hero Mission: Defeat all of the Dark Arms forces!
Normal Mission: Find the Chaos Emerald!
Dark Mission: Defeat all of the GUN forces!



The long drop at the beginning of this stage is a good opportunity to get your collection of rings started.

Watch for the rings below and position yourself to fall into them to grab each set.



You'll find the first checkpoint shortly after landing on the Westopolis streets. You'll restart at the near-

est checkpoint if you die, but you can also transport between checkpoints. This is handy for moving backward through the stage to find anything you might have missed.



You can acquire your first weapon, a pistol, from the fallen GUN soldier near the first checkpoint. It's not very

powerful, but it will get you safely past the first groups of enemies until you can find something better.



You'll meet Sonic, your Hero mission character, just past the fallen GUN soldier. He'll give you hints about

the location of black creatures you might otherwise miss. He'll also help you by attacking some of the creatures on his own. If you're trying to complete the Hero mission, keep Sonic activated as your mission character during the rest of the stage.



The black bats are sometimes hard to spot against the backgrounds, and they move around

quickly. They count toward the Hero mission, so you'll need to take them all out if you want to complete that quest. Sonic is particularly useful against the bats—he'll use his air dash to destroy them if you hang around for a few seconds in areas where bats are present.



In order to reveal the first Chaos Emerald, you'll need to destroy either the black creature or the GUN soldiers nearby. Depending on the mission you're trying to complete, take out the relevant targets to reveal the Emerald (this is not the one that completes the Normal mission) and then use the springboard behind it to get up and over the wall.



You'll meet Doom's Eye once you're on the next section of street—this is your Dark mission character for this

stage. Doom's Eye wants you to take out all of the GUN forces, and like Sonic, he'll give you tips for finding them if you keep him activated. Now that you've got both mission characters for the stage, you can swap between them at any time by using the D-pad. You can also opt to ignore both of them by tapping **Down**, which is useful when you want to complete the Normal mission and don't need the constant chatter from these characters to distract you.



When you reach the fallen crane, you can either jump-dash between the GUN robots to reach the other side, or drop down to the rooftop below and take out the dark

Be sure to pan the "camera" around as you move along the streets. There are some out-of-the-



creatures. The decision will be easier to make if you know which mission you want to complete.



Watch for the glowing spots on the ground and get out of the way when you see them—they signal

laser cannon strikes from above. Getting hit will both slow you down and cost you some precious rings.



If you want to complete the Dark mission, you'll need to use the jump dash to take out the two GUN robots

high above the streets here. If you want to reach the platforms beyond them, you'll need to move fast—go too slow and a laser beam will destroy one of the robots, blocking your access to the platform.



Keep your eyes peeled for these floating power-up capsules. Although you can't always reach them

physically, shooting them will give you their rewards as well. This capsule nets you a temporary damage shield; it floats over the chasm to the right of the road just past the fourth checkpoint.



You can hop into the jeep parked in the road and use it to speed along the streets ahead, but you might

miss important targets along the way. The jeep is good if you're going for the Normal mission and just want to reach the Emerald.

STAGE 1—WESTOPOLIS *continued*



The second Chaos Emerald is in the middle of the street. If you want to complete the Normal mission and move on to the next stage, jump into the ring containing the Emerald. If you're after either of the other two missions, you need to keep going. Run past the Emerald

and hit the dash pad on the ground at the edge of the road.



stage, you shouldn't have any trouble finding all of your targets.

On the stretch of road beyond the dash strips, you'll find the last few GUN and Dark Arms soldiers. Take out whichever targets you need for your mission. If you're still missing some, it's time to use the checkpoints to warp back through the stage and scour it for whatever enemies you might have missed. As long as you go slowly and look around while moving through the

STAGE 2—GLYPHIC CANYON

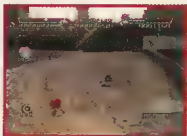
The ancient ruins of Glyphic Canyon contain a rocky runway through stone temples which are assaulted by enormous tornadoes. Within these ruins, Shadow can either continue the battle against Dark Arms, or side with them and attempt to reawaken the power of these temples.

Hero Mission: Defeat all of the Dark Arms forces!
Normal Mission: Find the Chaos Emerald!
Dark Mission: Activate all of the jewels!



Knuckles is your Hero mission character for this stage. You'll meet him shortly after the start of the stage.

Like Sonic in the previous stage, he'll alert you to the presence of Dark Arms troops that you might otherwise have missed.



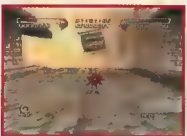
When you reach this area, the path splits in two directions, forcing you to make a choice. The lower path

will help you complete the Hero mission—there are more enemies that way. Taking the upper path will bypass all of the dangers of the lower path, making it a good choice if you want to complete either the Normal or Dark missions.



There's a new type of Dark Arms enemy in this stage: large, burrowing worms. It'll take several jump dashes

to defeat one, or grab a weapon and shoot at it until it explodes. The worms use smaller worms as projectiles. These smaller worms act as homing weapons, so stay on the move while fighting the big creature to avoid getting nailed.

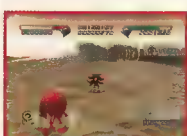


Sometimes the only way to move forward is by jumping into a giant tornado and hoping for the best. Well,

that may only be true for girls from Kansas and Shadow. In Shadow's case, run to the edge of the platform to be sucked up by the tornado and deposited safely into the next area.



you must activate all five of the jewels located in the temples. To activate a jewel, simply touch it.



You'll face a wall of rolling pillar pieces along a steep uphill section of the path, just after the first temple. If you've got a weapon, shooting the pillars will clear them out of your way. Otherwise, jump and dash in the air to avoid getting smashed.



Crossing these shifting platforms can be tricky, but there's an easier way. Use the light dash technique to zip across the path of rings and avoid the moving platforms completely!



The next set of platforms is separated by geysers of air that toss Shadow upward. To reach the second jewel (if you're trying to complete the Dark mission), ride the air currents to the top; you'll find it on a high platform. The third jewel is just ahead, in the same location as the first jewel within the temple.



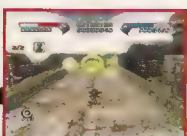
The fourth jewel is on the main path, after another set of moving platforms. This time there aren't any easy ways to bypass the set of platforms. Time you jump well, and watch out for the black bats hovering in the area—they can cause you to miss a landing and fall into the abyss!



The nearby tornado causes walls and chunks of pillar to fly through the air along the next section of the stage. Use the slide dash to get under the larger pieces of rock that soar in your direction. At the end of the path, leap into the second tornado to continue forward.



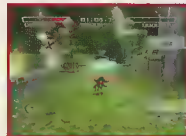
In order to reach the fifth and final jewel, you'll need to clear out the courtyard of Black Arms creatures. This involves defeating two large worms and a number of smaller ones. When this is done, a jump pad will be revealed. Use it to reach the high platform containing the last jewel.



The Chaos Emerald is sitting just past the final temple area (where the fifth jewel is located). Collecting it will end the stage and complete the Normal mission.

STAGE 3—PRISON ISLAND

On Prison Island, Shadow can help the good guys by locating five hidden disks, or aid the Black Arms forces by attacking and destroying all of the GUN robotic units in the area.



Keep Charmy activated as your mission character if you're attempting to complete the Hero mission. He'll pipe up

if there's a disk in the vicinity. The first disk is located on the main path just past where you meet up with Charmy.

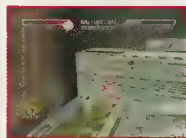


Grab a hover platform from the Dark Arms guard just before the toxic river begins and use it to nav-

igate the green water highway. If you're trying to complete the Dark mission, be sure to take a weapon with a decent amount of ammo, as there are several flying GUN robots to shoot down along the way.

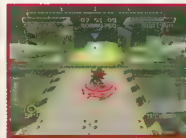
The next disk is in a secluded hallway above the main path. Look for a grab ring and hang

on to ride up to this area. You'll need to triangle-jump along the walls to reach the disk.



In the large room with three GUN robots, you'll need to jump up to the bar and then shimmy along it to

either the right or left to reach the platform above. Use the jump panel there to reach the exit from the room.



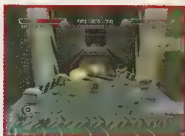
You'll find the third secret disk sitting in a gate in the middle of the second toxic river.

Take the high road and leap into the glowing ring just before the Chaos Emerald if you're trying to complete either the Dark or Hero missions. Collecting the Emerald here with complete the Normal mission. Use the trian-

Hero Mission: Find the Top Secret Disks!

Normal Mission: Find the Chaos Emerald!

Defeat all of the GUN forces!



gle jump to cross the gap and grab the fourth secret disk. Hit the jump pad beyond the disk to continue forward.



Navigate the final toxic river (this one is loaded with obstacles that threaten to destroy your

hover platform and sink Shadow in the poisonous liquid) and up onto the ramp at the end. The jump panel will propel you to a small platform where the fifth secret disk has been cleverly hidden. Grab it to complete the Hero mission. If you're trying to complete the Dark mission and missed any GUN robots, use the checkpoint to go back through the stage and search for whichever ones you missed.

STAGE 4—SKY TROOPS

This stage finds Shadow caught in the middle of an epic air battle between the Dark Arms flying temples and Dr. Eggman's fleet of airships. It's up to you to decide whether you'll assist either side in bringing down the other's fleet.



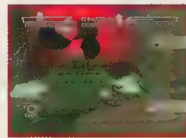
You'll find the first cannon turret just after starting the stage. These cannons should be used to de-

stroy Dr. Eggman's ships if you're going after the Dark mission.



Once behind the barrel of a cannon, aim at the target ship and fire away. Eggman's ship will

launch a counterattack, and you can shoot its projectiles out of the air with carefully aimed shots of your own. When Eggman's ship is blown away, leave the cannon behind and continue through the stage.



To complete the Hero mission, you must destroy the five jewels that give the Dark Arms flying temples their

power. The first one is located inside the temple just past the first Eggman ship.



To reach the far platforms just past the first temple, you'll need to light-dash through the line of rings across the gap.



You'll find a parked GUN walker on the platform beyond the line of rings. Hop on and use it to navigate the se-

ries of moving platforms. Its super high jump is useful for this task.



Just past the moving platform, sections of pillar will roll down the incline toward you. If you still have the

GUN walker, they're easily avoided by leaping up and using the walker's hoverjets to let the pillars pass harmlessly beneath.

The second jewel is inside the next temple. This one is guarded by Dark Arms brutes.



The doorway leading out of this temple won't open until you've defeated all of them, regardless of

which mission you're trying to complete.



You'll find the second Eggman ship hovering outside the second temple. Shoot it down with the cannon

in the middle of the courtyard if you're going for a Dark side victory on this stage.



When the road splits into paths leading to the left and right, you'll need to take the right path (the

one leading down) if you want to complete the Dark mission. Eggman's next ship is located along that route, as is the cannon you'll use to destroy it. Some more rings and a faster route to the third temple await you along the left path.

STAGE 4—SKY TROOPS *continued*



Activate the sphere at the end of path (just before the dash panel) to reveal a line of rings leading up and to-

ward a large boost ring in the distance. Light-dash across the rings and into the boost ring. This will land you right next to the fourth cannon.

Take down Eggman's fourth ship from here to advance the Dark mission. If you're trying for the Hero mission, hit the dash pad (and ignore the line of rings) to be deposited near the third jewel.



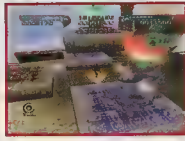
The fourth jewel is inside the next temple, guarded again by the large, brutish Dark Arms soldiers. As

in the last temple, you'll need to take out all of the Dark Arms forces inside to open the door leading back outside.



While the ride takes a predetermined course, you must still maneuver around to avoid taking damage from the falling pillars and other obstacles.

You'll have to tame one of the large Dark Arms bat creatures and hop on board to reach the final temple.



In the final area, you'll find a couple of cannons on platforms and the final jewel on another platform slightly

higher up. Whichever mission you're shooting for, this is the place to either destroy the last of Eggman's fleet or the last temple jewel.



Of course, if it's the Normal mission you want to complete, simply run past the cannons and the jewel and

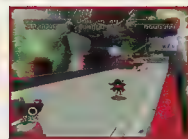
jump into the glowing ring just ahead to complete the mission of getting on board Eggman's flagship.

STAGE 5—IRON JUNGLE

Although helping Eggman in the last stage constituted a Hero mission, this time he wants you to defeat the GUN forces, which is the Dark mission. A renegade Eggman robot turns up to give you the Hero mission of shooting down Eggman's airship.

Hero Mission: Shoot down Eggman's Airship!

Normal Mission: Find the Entrance to Eggman's Base! Eliminate the GUN Robots!



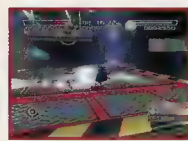
At the start of this stage, you'll meet both mission characters—Eggman for the Dark mission and Omega for

the Hero side. Omega wants you to shoot down Eggman's airship, the Egg Balloon, while Eggman would like all of the GUN forces in the area destroyed.



If you want to complete the Hero mission, you'll need to keep Omega activated as your mission character. He'll

pass along important information about the Egg Balloon, such as its route through the stage and how much damage it's taken. When you reach the raised set of platforms, ascend them to stay with the balloon, or air-dash across the GUN robots if you're following the path of Darkness.



The elevator platform in the first large room won't rise until you've defeated all of Eggman's robots. You'll

face a new type of enemy here: robotic Shadow duplicates. They're powerful and take several hits to knock out. Try to blast them with a rocket launcher to destroy them quickly.



are more heavily populated with GUN robots. Depending on your chosen mission, you'll need to follow the appropriate path.



To complete the Hero mission, you have to stay with the Egg Balloon and constantly barrage it with fire-

power. You'll need to be shooting at it while you're falling, sliding along rails and navigating platforms. Anytime it's within range, you should be firing on it if you want to complete the mission. Let the Balloon get too far ahead of you or leave the area (which it will automatically do when it reaches the final section of the stage) and the mission becomes impossible to complete.



The golden ring at the end of the stage will complete the Normal mission. Jump through it to progress to

the final stage of the Normal route. If you reach the ring but there are still GUN robots remaining, use the checkpoint warp to go back and look for them. Be sure to check the various routes for areas you might have missed.



BOSS: Egg Breaker
Eggman isn't happy that Shadow ignored his orders, and he's brought out the Egg

Breaker to show his displeasure. The platform the boss is sitting on is too high to reach with a regular jump. There are rockets located around the outside of the arena—get a weapon from one of the enemies and then grab the rocket to get launched skyward and parachute back down. On the way down, you can unload your weapon into the Egg Breaker's cockpit.

Also located along the outer edge of the arena are turrets which you can activate and use against the Egg Breaker. You'll need to be fast, though—the laser beams fired by the boss will destroy the turrets after just a couple of hits.



When it has taken enough damage, the Egg Breaker will leap down to ground level. In addition to its normal laser beam attack, it'll

now jump toward you and slam down, causing a shockwave along the ground. Jump into the air before it lands to avoid getting hit by the wave. Although the Egg Breaker is more powerful now, with multiple ways to attack, you can also hit it with regular weapons from the ground. So grab whatever guns you find lying around and open fire to finish it off.

STAGE 6—LAVA SHELTER

This is it—answer time for Shadow finally comes. What is the mysterious connection between Dr. Eggman and the black-and-red hedgehog? Will Shadow end up serving the mad scientist, or turning against him? Only you can decide as you choose between the final set of Hero and Dark missions, with no Normal mission available to keep you walking the line between good and evil! Since the Hero mission requires that you simply reach the end of the stage, the walkthrough for this stage will focus on completing the tougher Dark mission objectives.

Hero Mission: Find the Center of the Base!

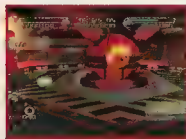
Normal Mission: Not Available

Activate the Volcanic Defense Systems!



The stage starts with a lengthy rail-grinding section. You can jump back and forth between the triple rails to

collect rings and avoid enemies and obstacles. You'll need to switch rails near the end as each one comes to a dead-end halt.



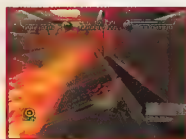
The first volcanic defense system is in a large room just past the initial set of rails. If you want to complete the

Dark mission, blast the large machine to start it up and cause the lava levels to rise in upcoming areas of the stage.



Activating the first defense system changes the layout of the room. Look to the side to find a set of platforms

floating in the lava and use them to cross to the exit doors on the far side.



Be careful on the sloping platforms in this hallway—Shadow will

angle downward toward the lava as he

runs, so you'll need to compensate for this movement while you go forward to keep from falling into the liquid hot magma.



The next defense system is up ahead. As with the first, shoot it until it powers up, and watch as the magma rises

throughout the room. To leave the area, look for a dash pad on the floor that'll start you grinding along another rail.

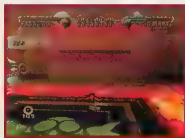


Watch for the rail to end without warning above another lake of magma. Jump to the platform and

quickly take out the enemy robots there, then use the other platforms in the room to reach the exit.



that will take you out of the lava-filled room.



Wait for the extending platform to move out of the wall before jumping to it, then jump across the next set of extenders before they retract into the wall. If the platforms are on their way into the wall and it looks like you won't make it all the way across without falling, use a wall dash to get a bit of extra length and reach the platform with the door.



The second hallway with sloping platforms adds a new obstacle—moving laser beams! To avoid getting hit, wait

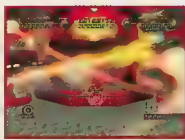
for each beam to move all the way up before jumping to the next platform.



The fourth defense system is just past the laser-filled hallway. Activate it, then move

straight past the series of platforms will test your skills to the max. You'll need to use the light dash technique, ride

an air current from a fan and negotiate several sets of platforms that move in and out of the wall in order to reach the exit door.



The final defense system is in the room past the series of platforms. You can simply ignore the enemies in the area and activate it, which will automatically end the stage with the Dark mission complete.

The third defense system is ahead. Activate it like the others, then look to the left to spot a series of platforms

Wait for the extending platform to move out of the wall before jumping to it, then jump across the next set of extenders before they retract into the wall. If the platforms are on their way into the wall and it looks like you won't make it all the way across without falling, use a wall dash to get a bit of extra length and reach the platform with the door.

The second hallway with sloping platforms adds a new obstacle—moving laser beams! To avoid getting hit, wait for each beam to move all the way up before jumping to the next platform.

The fourth defense system is just past the laser-filled hallway. Activate it, then move straight past the series of platforms will test your skills to the max. You'll need to use the light dash technique, ride an air current from a fan and negotiate several sets of platforms that move in and out of the wall in order to reach the exit door.

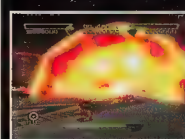
The final defense system is in the room past the series of platforms. You can simply ignore the enemies in the area and activate it, which will automatically end the stage with the Dark mission complete.

BOSS: Egg Dealer



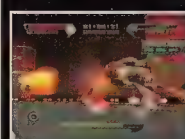
This Eggman contraption races around the arena, stopping every few seconds to set

one of the three positions on its slot-machine windows. If you let Eggman fill the slots, the Egg Dealer will launch an attack against Shadow. To prevent this, speed along behind the machine and jump to attack the large buttons under each of the three slot windows. When you stop all three windows, an effect will take place. It will be either a self-damaging Egg Dealer attack, or a fountain of rings for you to collect on the central platform of the arena.



There are three possible damage-dealing outcomes to the slots. The first is bombs. If you can hit

all of the slots and they show bombs, the Egg Dealer will fall over and drop a bomb, which detonates nearby and damages it. Be careful, as the bomb still has a large blast radius and will hurt Shadow as well if he's not at a safe distance.



The second attack option involves Shadow himself—it fills the Dark meter completely

and activates the Chaos Blast ability. Get close to the Egg Dealer and let it rip to cause some damage. If you're fast and can catch up to the boss again before the meter runs out, you can get off an additional attack.



The final attack option launches missiles, which turn around and slam back into the

Egg Dealer. Unlike the bomb attack, there's not much area effect to this attack, so you won't need to scoot far away. Keep setting off the Egg Dealer attacks until the machine literally tears itself apart. Congratulations! You've beaten the game. Now start over again and use what you've learned to conquer the paths to Dark and Hero endings as well!

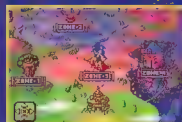
STRATEGY
GUIDE BY
JOSH
ENGEL

SONIC RUSH



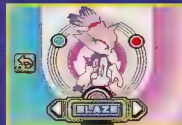
The word "hedgehog" wasn't really part of the American vernacular until a fast-moving, blue-hued creature called Sonic debuted on the Sega Genesis in 1991. The 2-D, side-scrolling adrenaline junkie gave the Genesis an unofficial mascot, and also introduced most of the world to spiny insectivores. Whether it was the soundtrack, the spiky hair or the blazing speed, *Sonic the Hedgehog* became synonymous with Sega. But after the Dreamcast became an oversized doorstop in 2001, Sonic was a free agent, making appearances on everything from the PlayStation 2 to the Xbox. And now, he's found his way onto Nintendo's new handheld, the DS. Mixing the old with the new, *Sonic Rush* offers 2-D gameplay in a 3-D world, but with the same blazing speed Sonic lovers have come to expect. With that said, this strategy guide won't walk you through the game, as anyone who's ever played a "traditional" Sonic game understands that trial and error is part of the appeal. Instead, this guide will offer general strategies and, more importantly, tips on how to succeed in the boss battle you'll find at the end of each Zone.

THE BASICS



If you've played a *Sonic* game before, then you'll know he's all about unadulterated speed—and

Sonic Rush is no exception. There are seven Zones in the game, and each Zone is comprised of two acts and a boss battle. Essentially, all you need to do in the two acts preceding each boss battle is to get through them with as many lives remaining as possible. So you want to go fast, but not too fast. Remember, the old "ring rule" applies: As long as you've got at least one ring in your possession, you can't get killed (although you can be crushed or fall off the screen). So try to keep at least one ring on you at all times; often you'll be moving so fast that you won't have time to react to an enemy in your way, so you need that ring as a buffer.



You'll find two playable characters in *Sonic Rush*: Sonic himself, and a new addition to the series,

Blaze the Cat. The game plays basically the same for both characters, but their abilities are slightly different (although their end results are identical).

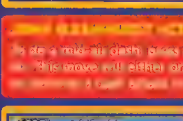
BUST A MOVE

Both Sonic and Blaze have four basic moves:



SPIN/AXEL JUMP

The A or B button will execute a jump (Spin Jump for him, Axel Jump for her), which will either propel you over an enemy or allow you to attack them from above.



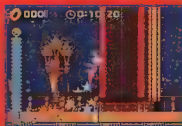
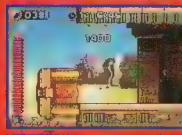
SPIN/BURST DASH

The Spin/Burst Dash is helpful when you need to clear out of an area quickly. Hold Down on the D-pad and press A or B to start your spin, then release the D-pad to unleash a spinning dash.



SPIN KICK

Pressing A or B will execute a Spin Kick, which is a fast, powerful attack that can be used to defeat multiple enemies at once, and it renders you invincible for a split second. This attack is only for Sonic.



IT'S TRICKY

In addition to the four basic moves, both characters are also capable of pulling off some simple tricks. After bouncing up from a spring or Gimmick Jump, tap the B button a few times followed by A and/or R to rack up some trick points, fill up the Tension Gauge and increase your chances of earning a better grade at the end of the stage. You can also do tricks while grinding by tapping the R button.

CUT THE TENSION

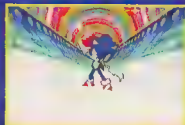
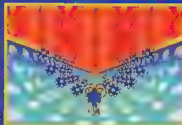
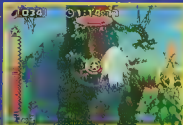
Anytime you perform a trick or defeat an enemy, you'll add a little "juice" to the Tension Gauge, which you'll need to perform a Super/Fire Boost. You'll also need the Tension Gauge to activate the Special Generators strewn throughout the game.

SPECIAL GENERATORS

Special Generators are located in every Zone and offer a fun diversion—as well as a chance to collect Chaos Emeralds (only when you're playing as Sonic).

When you see a Special Generator, jump near it; the automatic grab it and then hold down X or Y to perform a Speed Burst. If you've got enough tension built up in the Gauge, eventually you'll be launched into the Special Stage. If you don't have enough tension (or you let go of the Generator by pressing A), you'll fall back to the ground.

The Special Stages give you the chance to use the Touch Screen, but more importantly, they give you the opportunity to collect Chaos Emeralds. Of course, you'll have to successfully navigate your way through a lightning-fast halfpipe and collect the required number of rings to get the Emerald.



If you're having trouble earning Chaos Emeralds, try this sneaky trick: Place the Nintendo DS on a table or desk and hold the stylus with your left hand. When you approach the first obstacle during a Special Stage, quickly press the **START** button to pause. Take a moment to evaluate the oncoming obstacles and hold the stylus at the point where you want Sonic to be, then perform a quick double-tap on the **START** button to very briefly unpause and pause again. Each time you double-tap the **START** button, Sonic will quickly shift to the spot you're pointing to and the game will pause again, allowing you an infinite amount of time to see what's coming. It takes time, but with this method you can slowly inch your way through the Special Stages and grab all seven Chaos Emeralds with ease.

WHO'S THE BOSS?

As I mentioned earlier, each of the seven Zones (plus the Final Zone) ends with a boss battle. While you can play through the game as either Sonic or Blaze, the boss battles are the same for both characters. However, for simplicity's sake I'll only refer to Sonic (and his moves) in this section.

One important strategy you should use, especially in the later boss battles (and more specifically, the final boss battle) is to conserve your rings. In other words, don't grab all available rings at the beginning of each boss battle; just grab a couple. As long as you have at least one ring in your possession, taking a hit won't kill you. But the more hits you take, the farther your rings go flying when you do get nailed, so it's good to have some "backup" rings that you know will be there when you need them.

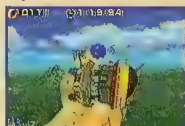
ZONE 1: LEAF STORM



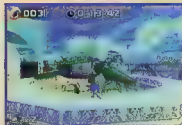
As you'll quickly learn, most of the boss battles require not only precise movement, but good timing as well. The key is to recognize the "indicators" for each boss—the moves they consistently make right before attacking that act as a tip-off. In this first battle, you'll see two attacks: a head butt and a head roll. When you see him pull his head all the way back, he's charging up for a head butt. The trick is to move out of the way at the last possible second, otherwise he'll track your movement and you'll end up trapped on one side. So keep an eye on his neck after he pulls his head back, and as soon as you see movement, go one way or the other, either by jumping, Spin Dashing or just running. After the attack, Eggman's head will rest on the platform; jump on top of it and score one for Sonic. You'll notice on the bottom screen that Tails is keeping a running tally of how many more hits you need to land for victory (on Normal mode it's always eight, while on Easy it's always six).

Eggman's second attack is a head roll. When you see him move to one end of the platform, he's laying his cylindrical head on it. The screen will rotate and his head will start to roll toward you. The timing of this is critical, because if you jump too early or too late, you'll be pushed back, and most likely off the platform. There's no scripted number of rolls, so be ready to jump more than once during a head-rolling episode.

After a few head butts and rolls, you should emerge victorious and move on to the next Zone.



ZONE 2: WATER PALACE



This battle takes place underwater, but you don't need to worry about surfacing or catching air bubbles. When the fight starts, Eggman Nega will be on the circular platform with you. When he comes up and says, "Take this!" he's about to do a body slam, so do a Spin Dash in

the opposite direction (underneath him) to get out of the way. After that, he'll go into the "hole" of the doughnut and get ready for a head butt. When he cocks his head back, move to the side and as soon as his head hits the ground, jump on top of it to score a point.



He'll come back out onto the platform again and give chase, so stay moving and use the Spin Dash to put some distance between the two of you. Repeat this process a few times until Nega empties the pool and sends his head after you with a gaping mouth. When this happens, run away from the mouth and get as close as you can to the propeller on the beast's tail (without touching it). The head will stop just short of you and snap, which is your cue to jump on to of it and score another point. Repeat the entire process until you've scored all eight hits.

ZONE 3: MIRAGE ROAD



This is another circular battleground, but this time you're above sea level and fighting what amounts to a giant beetle. You'll notice he's pushing a giant spiked ball around, so stay on the opposite side of the platform from him. When he sends it rolling your way, run the other

way...but be prepared to run back, as there will be a few seconds during which the spikes retract. That's when you want to run toward it and jump into it, forcing it to go the other direction (back toward the beetle). That's also how you score hits in this battle.

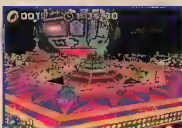
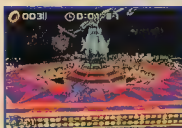


For the beetle's secondary attack, it will hover in the middle of the "donut" and hurl spiked balls at you. Just keep running (in either direction) and you should be fine.

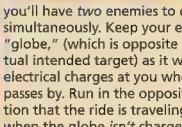


The beetle will also occasionally jump over the ball when it's about to get hit. Simply knock the ball back toward the beetle to score a hit.

ZONE 4: NIGHT CARNIVAL

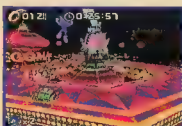


This is one of the more annoying boss battles, because

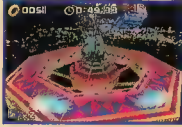


you'll have two enemies to deal with simultaneously. Keep your eye on the "globe," (which is opposite your actual intended target) as it will shoot electrical charges at you when it passes by. Run in the opposite direction that the ride is traveling, and when the globe isn't charged, jump up and hit it to make the ride stop. Now you can run up and nail the helicopter, which will be within reach (and, of course, not moving).

After your first hit, you'll not only have to avoid the electric shocks from the globe, but you'll also have to contend with a small vehicle on the platform that will hunt you down. Fortunately, you can use the vehicle to your advantage by jumping on top of it, which will launch you high in the air and give you the opportunity to get a "free" shot at the helicopter. Even better, it "kills" the vehicle until the next time you score a hit on the globe.

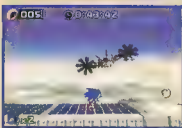


But there's more! When the camera pulls back, the ride will stop and come slamming down onto the platform, releasing electrical charges going in opposite directions. Jump over the charges, and remember to watch out for the vehicle.



When you only need a couple more hits, you'll notice that the ride picks up some serious speed, but don't let the accelerated pace scare you. Take a deep breath, stay calm, keep an eye on the globe and the vehicle, and finish him (it? Them?) off!

ZONE 6: ALTITUDE LIMIT



Nega's first attack in this fight will be a strafing run. The best strategy here is to move as little as possible while avoiding the hail of gunfire. If you're able to stay in the plane's "axis point" you'll have a much easier time, as most of the rounds will sail over your head. After the strafing run, Eggman will come up and try his old standby, the head butt.

Unlike in previous boss battles, the head butt now features a "blast radius," so don't stand too close when his head comes crashing down, otherwise you'll be paralyzed for a few seconds. You'll want to jump out of the way as soon as he starts moving toward you.



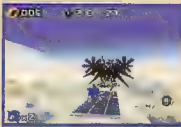
Also note that whenever Eggman bum-rushes you, he emerges on the opposite side of the platform of where he came from, so if you're frantically looking for lost rings, it can get confusing at times.



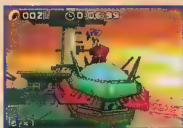
You'll also see a kangaroo-style attack, in which Eggman Nega will land on the platform and basically try to hop on your head, then reach down and try to "bite" you. You'll know he's making this move when the camera pulls back slightly and the screen rotates. Wait until he starts his descent (don't worry, he's coming from pretty high up) before clearing out of the way, but don't run too far. He won't hold his head down for long, and you

don't want to waste an opportunity to score a hit when he's vulnerable.

The fourth attack is the simplest to defend against, but can often prove to be the most difficult, depending on where you are when he launches it. Eggman Nega will land on one end of the platform, and you'll see a graphical representation of the buttons appear on the screen, with A and B flashing. That's your sign to start mashing the buttons in order to run against Nega's propellers of death, which will force you right off the edge of the platform. Keep pounding until his propellers stop spinning and he takes off again.



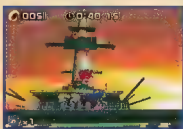
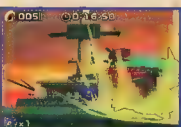
ZONE 5: HUGE CRISIS



This boss battle will feel reminiscent of Zone 1, as you're on a narrow platform and Eggman Nega will use head butts as his primary attack. But in this Zone, the platform you're on is much shorter, and Nega will come at you with three different attacks.

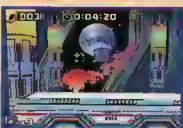
The first attack is the basic head butt, which you can avoid by simply jumping to one side when you see his head come forward. Just remember not to make your move too early, as he'll track your movement and you'll end up trapped on one edge of the platform.

Nega's second attack is a variation of the first: a triple head butt. Instead of a single attempt, he'll come at you with three butts in rapid succession. What makes this battle tricky is that you can't tell if he's giving you the single or the triple, so you need to be ready to act fast because he doesn't keep his head on the platform long after finishing his attack.



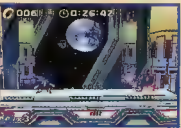
His third move is a ranged attack. When he's getting ready for this one, he'll disappear and then reappear further back on the ship, where he sets down what is basically a large anti-aircraft gun—or in this case, an anti-hedgehog gun. Once the shells start flying, just try to move out of the way, and remember not to get yourself trapped on one side or the other. The best place to be is the middle of the platform, so that you have plenty of room to go in either direction when needed.

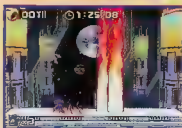
ZONE 7: DEAD LINE



This is a unique boss battle, because you'll be going up against Blaze the Cat (or Sonic, if you're playing as Blaze). She'll come at you with basically every attack she's got: Axel Jump, Burst Hover, Burst Dash and a special "rain of fire."

The Burst Hover and Burst Dash are telegraphed moves, in that you know what she's doing before she does them: She'll go airborne and pause for a second before doing a Burst Hover and she'll also charge up a Burst Dash for a few seconds.



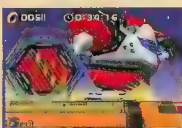
ZONE 7: DEAD LINE CONTINUED

The "rain of fire" is her most dangerous attack, and can be tough to avoid. Basically what she'll do is float for a second, as she's about to execute a Burst Hover. But in this case, you'll see a little flame on the ground, which is quickly followed by a shaft of fire in that spot. You've got to move quickly to avoid these flaming spears of death, and there will be plenty of them coming down.

ZONE 8: FINAL BOSS

Ahh, the final boss. While some of the earlier boss battles have been challenging and some have been relatively easy, this one is by far the most difficult. Of course, that makes sense, seeing as it's the final boss in the game. In this battle, you'll see a new attack after pretty much every successful hit you deliver, so be ready to adapt quickly.

First things first: Remember what I said about ring conservation? If you haven't taken that advice and utilized that strategy previously, it's a necessity at this point. With all the different attacks you're about to see, you're bound to get hit at least a couple of times, so you'll need to have those emergency rings ready when you need them. Which rings you choose to save is up to you, but try to conserve as many as possible during this battle.



Eggman Nega's first attack will be a string of single-fisted slams. After each slam, an energy wave will be emitted and will move toward you. Jump over it and then jump onto his fist when it starts flashing. After you hit his fist, he'll move to the right side of the platform and will slam it several times (usually it's three the first few times) to release more energy waves. Jump over them, and then jump on his fist (which will knock you back). Immediately jump onto his fist again and up his arm. The goal, as always, is to bonk him on the head. But you've got a very short amount of time to get to his head; when his arm starts to quiver, stop running and press **Down** on the D-pad to grab on to the arm. (Note that if you press **Down** before you stop, you will inadvertently roll into a Spin Dash, so be sure to slam on the brakes.) He'll shake his arm violently, but if you're not moving and pressing **Down**, you'll stay where you are. When the shaking stops, resume your jaunt up his arm and give him a head slap.



Tails will congratulate you on a successful hit and you'll come straight down to collect the center ring in the group of three rings in the middle of the platform. Hold **Left** or **Right** while you're falling if you want to save this ring for later.

That's the basic pattern you'll follow throughout this fight, but you'll constantly face new attacks and moves. One of the worst is a double-fisted slam; you'll see Eggman lean all the way back for a long time before he brings it, and if you don't get out of the way quick enough, you'll be killed no matter how many rings you're carrying. After you nail his head twice, your "arm time" will be much shorter, and you'll definitely have to use the "grab and wait" method to make it all the way up.



Eggman's next attack (usually after your third plunk) will be a laser attack. You'll know it's coming because he'll cross his arms right before unleashing it. All you can do is try to time your jumps so that the laser passes under you. Then he'll probably come at you with some

more single-fisted slams (followed by accompanying blazes, coming at you at variable speeds, no less!), so avoid those, hit the fist and avoid the blazes (again, variable speeds) from the slams on the end of the platform. And now there's yet another hazard coming your way:



The only way to do damage to Blaze is to attack her with a spin jump, since you can't use your Super Boost and a Spin Dash takes too long to execute. Just be patient, wait for your spots and don't mess when you've got a clear shot.



you'll die. So mash, and mash hard, until Blaze runs off with her tail between her legs.

Once you get her down to one hit point, a mini-cutscene will play out, and then it's button-mashing time. You'll know who's "winning" by the size of each character's "trail" behind them. Remember, this is an all-or-nothing battle: you'll either complete the level or

barrels rolling down Eggman's arm. (Perhaps a nostalgic nod to the original *Donkey Kong*?) Jump over the barrels (or on top of them to destroy them), but also be ready to duck and grab. Just don't duck too soon and get nailed by a barrel before Eggman starts his shake. There's a safe spot on his upper arm; if you grab the narrow part of the arm just below the shoulder, the barrels will roll right over you.



As if all that weren't enough, on the next pass you'll face yet another different attack. Actually, there are two new attacks, but they're tipped off by the same move: Eggman smacking his fists together. These attacks are similar, in that they're both electrically charged. The first one is a floating thing (it looks like the barrels that came rolling down his arm previously) that emits an electric charge on either side of itself at an angle, all the way down to the platform you're on. You'll be standing in between the two charges, and the barrel will start to move to one side. As it does, the charges move with it, and the gap between them gets smaller, so you'll have to move in sync. This will happen a few times (going one way, back to the other and then possibly back again), so you've got to keep a steady hand to avoid touching the bolts of electricity.

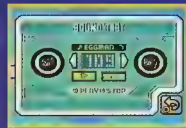
The other possibility is that Eggman will send the same thing at you, but there will be several of them in a row, and you need to position yourself so that the bolts don't hit you as they pass over you. Once you survive either one of these waves, you'll get some more fist slamming. At this point, you know the drill.

By now, Eggman Nega should be down to two or three hit points, but you shouldn't be seeing any more new attacks. When he's down to one hit point, he'll back up and charge the platform a couple of times, but



does not appear to be able to actually do any damage. Keep moving anyway, and when he does one final head butt, give him the business and pat yourself on the back—you've just saved the world!

UNLOCKABLES



After clearing the game as either Sonic or Blaze, a new "Time Attack" option will appear at the main menu, and a "Sound Test" option will be unlocked at the Options menu.

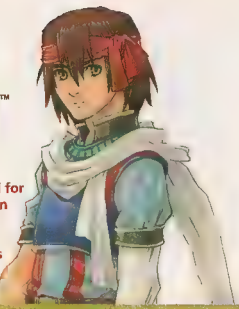


After clearing the game as both Sonic and Blaze and learning all seven Chaos Emeralds, a new "Extra Zone" option will appear at the character-select screen.

The Legend of Heroes™

Strategy Guide by
Charlotte Chen

The Legend of Heroes is one of those rare RPGs that is clearly designed by and for fans of the genre. There are no random encounters, and weaker enemies will run away from you, so you're never forced into a pointless battle. Defeating enemies that are at a higher level yields exponentially more experience points, so there's no need to waste time methodically racking up numerous kills just to level up. Characters who die during battle and don't recover before the end still earn experience. It's no surprise that the game is so reasonably designed, what with Y's series developer Nihon Falcom at the helm.



BASIC INFORMATION

Deadly Attacks



Anyone who's played *Final Fantasy VII* is familiar with the concept of the "Limit Break" system. Each character has a power meter that slowly fills up over time. When the meter is full, the character can use a

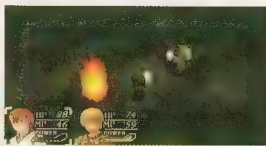
special attack. The "Deadly" system in *Legend of Heroes* is similar to the "Limit Break" system, except instead of the meter only increasing when the characters take damage, it also increases when they inflict damage. The chart below shows you each character, their "Deadly" special attack(s), and which level they learn it at.

Character	Deadly	Level
Avin	Sonic Sword	11
	Strike Sword	30
Mile	Flame Throw	11
	Dark Wings	40
Rutice	Unlimited	11
Gawaine	Meteor Break	11
Martie	Onion Slice	11
Muse	Regina Rush	11
Douglas	Sword Wind	11
Lucas	Sword Saint/Wind	11
Rael	Magical Boom	11
Conrad	Hercules	11
Archem	Wind Lullaby	11
Elenoa	Crystal Robe	11
Michel	B Ascension	11

Magic

There are three types of magic in the game: Black, White, and Spirit. Some characters are limited to using only one kind of magic, while others can sometimes use two kinds. Spirit Magic is summon

magic that is either a default ability for a character or something gained through the course of the story, and not learned at a specific level. You'll also notice that some enemies are of a specific elemental type, such as fire or water. Use fire magic against water-based enemies and vice-versa. Earth-based enemies are weak against wind magic and vice versa.



Skills

The skills characters can learn are special attacks that don't take up any magic points. Skill attacks are not always successful, but

when they are, they can help sway the course of a battle. Mile's "Freeze Throw", for example, has a chance of paralyzing an enemy. Elenoa's "Lecture" can put them to sleep!

The chart below shows the various skills all the characters can learn, and when they learn them.



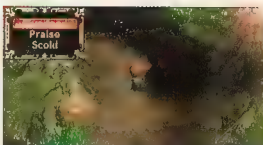
Character	Skill	Level
Avin	Taunt	11
	Might Up	15
	Heat Up	14
	Double Attack	21
	Brave Up	26
Mile	Steel Throw	11
	Freeze Throw	13
	Absorb Magic Spirit	40
Rutice	Snipe Shot	11
	Speed Needle	11
	Mind Shock	29
Gawaine	Justice Hammer	11
	Head Crush	11
Martie	Cheer	11
	Ministry Will	29
Muse	Twin Whip	11
	Rover Whip	15
	Circle Whip	31
Douglas	St. Sword Stance	11
	Lightning Slash	11
	Thunder God Slash	24
Lucas	Treatment	11
	Prediction	22
	Sword Hit	27
Rael	I'm a Genius	11
Conrad	Wood Chop	11
	Brandish	11
Archem	Healing Heart	11
	Earth Prayer	26
Elenoa	Lecture	11

Adventurer's Pet



- **Choosing a pet**—Near the beginning of the game, when Avin is still a young boy living with Sage Lemuras, there are three animals you can talk to: a dog, a cat, and a rabbit. The one you talk to the most, or the one you talk to first (if you only talk to each animal once) will end up being your pet companion later in the game.
- **Raising a pet**—After you get a pet, pressing \square on the field will call up a menu where you can choose to feed it, praise

it, or scold it. You can buy all sorts of different pet food at the Item Shops, and some carry specialty pet food that can't be found anywhere else. Depending on your pet's mood, it may search the ground for free items to give you, and sometimes even joins in the battle. When your pet is very happy, it will show up and give your whole party increased defense before the battle starts. If your pet is very angry, it will drop a rock on top of everybody, but only enemies take damage.



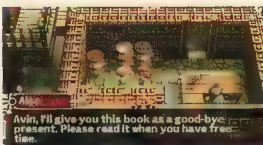
Quick Ravin Books



Early on in your adventures, you'll meet a writer named Karamuro Karamus who seems perpetually blocked, unless you tell him a story. He's constantly on the run from his manager, Jyamane, who is nearly always just one step behind the procrastinating writer. After your first meeting, if you find and speak to Karamus, then speak to Jyamane, you'll eventually collect all nine of the *Quick Ravin* volumes. Basically, talking to Karamus gives him the idea for what to write, and when you talk to Jyamane later, he'll have the finished volume to give to you. As you go through the guide, *Quick Ravin* books will be highlighted along the way. You'll discover a use for them after you get the whole series.

Swordmaster Books

The *Swordmaster* volumes are another set of books you can collect as you go through the game. There are 12 volumes in all, and sometimes there is only a small window of opportunity for you to get a specific volume. These books are highlighted throughout the guide as well, so keep an eye out. After getting all the books, you'll also discover a use of them. (You can also read the books if you want).



Rozes



points that can be exchanged at shops for the real currency in the game, Rozes.

The monetary system in *The Legend of Heroes: A Tear of Vermillion* is more logical than most RPGs. Instead of monsters dropping money out of their non-existent pockets, you collect Pia, which are

Get the Sage's Letter from Elder Roan and return to Lookout Cottage.

Ourt Village: During the Nephthys Festival, there's a treasure hunt. Look behind the wall and in the top left corner of the vegetable storage shed to get two "Phylactery."



Chapter One: Man of the Kingdom

Lookout Cottage: Read the remaining books on the bookcases.

Ourt Village: Talk to Fam to get a free Fresh Tomato.

Sheep Highway: Get ready to face the first boss character.

Boss: Big Hamakages



Avin and Mile's Power Meters should be full by the time you reach this battle. Use both of their Deadly attacks. Use Martie to cast Fire Ball.

Ourt Village: Back home, the villagers are all waiting to chew you out. After Avin's big farewell speech, go back into the village and talk to Alsa, the woman inside the Item Shop. She'll give you the book *Swordmaster* 1. Head back out along Sheep Highway to go to Philidin.

Philidin: Head toward the northeast part of the city for a cutscene with Martie. Talk to the posted guard, then go to the central part of the city to find the Adventurer's Guild. The crest on the building looks like a suit of armor. The Meister gives you three tasks to do.

Task 1. Collect Donations for the Bardus Church

Get the Donation Box from Abbot Zaria. He's in the building directly behind the Adventurer's Guild. Talk to the following people (they'll all have red exclamation marks on their word balloons):



Fana: Blonde woman in the basement of the house due east of the Adventurer's Guild.

Paddy: Woman in the Item Shop.

Jyamane: Blue-haired man in the Tavern who asks you to find a man who looks like a writer.

Bartender: Behind the counter in the Tavern.

Trine: Woman in the Weapon Shop.

Yan: Man in the house right behind the Weapon Shop.

Karamus: Elderly man hiding in a small storage building in the center of town. He's the writer Jyamane was looking for.

Zucca: Man in a house in the northeast.

Edda: Woman in house due east of the one where Martie is meditating between a fighting couple.

Amelia: Woman in house due north of Edda's.

Mrs. Zeal: Elderly woman who is in a building near the northwest part of the city.

In order for you to complete this task, you have to witness the cutscene between Martie and the squabbling married couple. Once you're done collecting, go talk to Abbot Zaria again in the building directly behind the Adventurer's Guild. After this, go talk to the Meister again.

continued

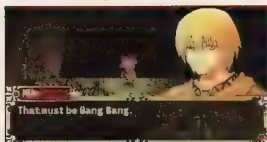
WALKTHROUGH

Prologue

Lookout Cottage: Talk to the pets and read the book on the short bookcase. Head south to go to Ourt Village.

Ourt Village: Go to Elder Roan's house and give him the Note to Elder. Chase Mile around the village and back into Elder Roan's house. Talk to Toolsman Torino to get some free Red Marbles.

Task 2. Finding the Lost Stuffed Animal



stairs leading down and back west. On the lower level, go west until you see another flight of stairs leading further down. On the last level, you should see an empty space to the north that's about the size of a door. Go through it and you'll be in the Underground Waterway. The Pupiru monsters in here have high physical defense, so stick to using Fire Ball when you run across them. Just follow the path until you reach a cutscene with Muse. After that, head south along the path to find Bang Bang the teddy bear floating in a puddle of sewer water. Afterward go to the northeast to find Fururu's house to get the book *Swordmaster 2*.

Task 3. Monster Elimination at Gemstone Slope

Gemstone Slope: This task can't start until Martie finishes handling the domestic dispute between Lance and Hanna. Go back to the house first. Finally, follow the Sheep Highway back east and then check the junction sign to head up the Jewel Road leading to the Gemstone Slope. The mine is infested with both Hamakages and Rikukages. Deep inside the mine, you'll find Muse fighting with the Syamseal Gang.

Boss: Hatchet Men (x 4)



This battle is quite easy. Have Muse use the spell "Spirit Salamander" while the rest of the party uses their Deadlies. After this batch of enemies is defeated, Muse will join the party.

Sweep the rest of the mine and kill the remaining monsters to complete the task.

Philidn: Go back to the Adventurer's Guild to get your diploma, which is the Explorer Map. Go out the northeast exit leading to Tibri.

Tibri Highway: Near the junction leading to Tibri Village, there's a short cutscene and you're forced to backtrack to Philidn.

Philidn: Go to the Royal Library, which is on the eastern boundary of the city. Check out all the books, and be sure to read the shelf with the red exclamation point, since it will add to your History Collection. Go to the small room in the southeast part of the library and talk to Professor Logos to get the book, *The Bonds of Life*. Go back to Tibri Village via the Tibri Highway.

Tibri Village: After the cutscene, talk to Chief Rudo for some free healing. Go back down the path and take the Ziziki Mtn. Path to Ziziki Cave.

Ziziki Cave: The Syamseal Gang has holed up deep in the cave. When you reach them there's another boss battle. Build up your Power Meters so everyone has a full Deadly meter by the time you reach it.

Boss: Hatchet Man (x2), Voodoo Magician (x3)

Unleash four Deadly attacks on four of the enemies, then mop up the last one standing. Return to Tibri Village.



Underground Waterway: Capital Philidn is built strangely, so there's all sorts of pointless split-levels and gaping holes to fall through. Go east from the Adventurer's Guild until you see a flight of

Tibri Village: Get healing from Chief Rudo and then go out the northeast exit to the Prayer Woods. Head east through the woods to reach Sage Dinerken's house.



Sage's Mansion: Sage Dinerken is in the very back. After a long cutscene, go back toward Tibri Village for another cutscene, then back to the mansion to wrap up Chapter One.

Chapter Two: Seeking Traces

Tibri Village: Go back to Tibri Village through the Prayer Woods and visit Shannon's house. Also talk to Chief Rudo if you need healing. Go back to Philidn via the Tibri Highway.

Philidn: Get the *Swordmaster 2* book from Fururu's Mother if you forgot, and go to the Adventurer's Guild to get 500 Rozes. Go out the northwest exit and head to Borun along the Capital Passage.

Borun: Check the second floor of the Tavern to talk to Jyamane and Karamus. There's also an interesting Raffle Center where you can win some nice prizes if you're lucky. Whenever you return to town, check it out, since it sometimes has new prizes. It's not necessary to play the raffle to finish the game, so only blow money on it if you really need to. Go out the northwest exit to go to New Borun via the Highway of Two Towns.



Highway of Two Towns: During the walk, there's a brief cutscene and you end up back in Borun.

Borun: After a bit, Douglas will join your party. He is a strong fighter but can't use magic. Go to the room opposite yours in the Tavern to thank Dr. Bandle for aiding you. Next go to the Adventurer's Guild and talk to the Meister there. Head back out along the Highway of Two Towns, but this time at the junction go along the Torkas Passage leading to Torkas Cave.

Torkas Cave: Make your way through and eventually you'll find more members of the Syamseal Gang. Get ready for another boss battle.

Boss: Blowgun Shooter (x 4), Hatchet Man (x4)

Watch out for status ailments. They'll use poison on you, but it's not too damaging. Just stick to the tried and true method of just pounding these early bosses with your Deadly attacks. After a cutscene you're back in Borun.



Borun: The Adventurer's Guild gives you 500 Rozes. If you go to the Tavern, you'll see Lance and Hanna, the squabbling couple from Philidn. They'll give you 100 Rozes. On the second floor of the Tavern, talk to Dr. Bandle to get a Rarest Potion. Finally, go talk to the Lunch Lady on the 1st floor of the Tavern. Rouca will join Avin and Mile for lunch and ask for help finding his sister, Rutice. Talk to these villagers:

Bartender: Behind the counter in the Tavern.

Boss Kuman: Behind the desk in a dock building on the southwest.

Rouca: He's talking to a group of children around his age.

Tony: A man standing at the end of a western pier.

Mayor Doyle:

While you approach his house near the New Borun exit on the northwest, you'll see a short cutscene.

Rouca: He's back in the Tavern.

After this there is a very long cutscene, and at the end Mayor Doyle gives you 500 Rozes. Before you leave for New Borun, make sure to talk to Paan, the green-haired boy standing on the pier with the other children. He gives you the book *Swordmaster 3*.

New Borun: Go to the Tavern to find Douglas, and he'll join your party. Head north to the Spirit Forest via Alte Highway.



Spirit Forest: Keep going north until you find Archem talking to some hunters. She joins the party. Head north-west to find Archem's house.

House in Forest: Talk to Oldman Karaba and he'll give you the Oracle Letter. Talk to him again to get free rest. Go back to New Borun and look near the water by the eastern exit to see Karamus sitting on the dock. Talk to him for a bit, then go out the western exit to go to the Benequia Monastery via the Holy Maiden Pass.

Benequia Monastery: Men can't enter, so go around the perimeter to reach the office in the back. Give Oracle Avarice the Oracle Letter. Start to leave to trigger another cutscene. Go back to New Borun via the Holy Maiden Pass.

New Borun: There's smog in the air and everyone in town is nauseous. Go back to the Spirit Forest.



Spirit Forest: Talk to Oldman Karaba and he tells you to go east to the Golda Cave at the edge of the forest. Don't forget you can rest by talking to him, too. The Golda Mtn. Path leads to the Golda Cave.

Golda Cave: There are a lot of enemies and items to find in here, so look around. Finally you'll find the Meefa all trapped by some large monsters.

Boss: Thin Blood Bat (x2), Big Beaten (x2)



Make Avin use Might Up and and Electro Cube, while Mile uses the skill Freeze Throw. Archem's Deadly, "Wind Lullaby", has a chance of putting all enemies to sleep.

New Borun: The Meefas have purified the air and are now wandering freely around town. Talk to Ramicum, the man in the empty store near the northern exit.

He'll ask you what



type of shop he should open. It's up to you, but an Accessory Shop is probably going to be the most useful. Also go by the Weapon Shop to find Jyamane standing outside. He gives you Quick Ravin 1. Return to the Benequia Monastery.

Benequia Monastery: Oracle Avarice gets a visit from an old friend. Go back to the Spirit Forest where Archem will leave the party. If you stop in New Borun and talk to the Lunch Lady and Mayor Lebran, you'll get a Fruitwich and Sp. Arcanum 3. After leaving Archem head toward Guia via the Alte Highway.



Guia: You'll see Rael right when you enter. Go find Karamus hiding on the lower level of Guia, near the southwest corner. Head toward the northwest to see Rael again. Go into the factory through the northwest doorway and go down the stairs and into the first door to find the Plant Manager's office. Check the five



blast furnaces by talking to the workers. To reach the fifth one, you have to go through a hall on the bottom and then back up the stairs on the northwest. Return to the Plant Manager's office for a cutscene with Rouca. Outside, check near the Tavern to see Jyamane leaning outside. He'll give you Quick Ravin 2. Head west along the Anol Highway to Koruna. Right when you start to leave, someone rushes up to you with an Eimelle Note. Go to the south-east house for a cutscene, and then Rael will join the party. Keep going to Koruna.

Koruna: Go to the house in the very back and talk to the blue-haired man named Watts. Go back to the shrine in the front and get the Brass Key from the bookcase. Go back and unlock the gate leading to the Ice Palace. If you talk to Mrs. Kisel, the older woman in the back section, she'll give you free rest.

Ice Palace: Go north up the Snow Field Pass to reach the Ice Palace.

There's a cutscene where Rael finds the Red Book in the rubble. Go back to the shrine and replace the key, then head south to the Sorcery School via the Sophias Highway.



Sorcery School: Talk to the receptionist and go around the back to find Elenoa. She'll join the party. When you're almost back to Koruna, you'll run across Babyface Max, who is headed to the Sorcery School. Follow him back there and talk to him (he's standing outside the reception office) to get the book *Swordmaster 4*.

Koruna: Rael is wreaking havoc. Chase him around until a cutscene triggers, then return to Guia.



Guia: Monsters have appeared all over town and are infesting people's houses. Go through and methodically eliminate them all. When all the houses are cleared, go back to the factory. After that go to the Adventurer's Guild to get 2,000 Rozes. Head out west again.

continued

Anol Highway: At the junction Rael and Elenoa will leave the party. Keep going until you reach Tia Bridge, where you'll see Baron Conrad and Thomas pass by. Keep going until you reach Balloa.

Balloa: Go to the western side of town and talk to Cornell, who is guarding the Baron's house. Speak to the lady next to the ferry-boat landing, then go up the stairs to the lighthouse to find Karamus leaning against the railing. Look around in the waiting room, then return to the eastern side of town. Head north and kill the monsters, and Baron Conrad will join the party. Return to his house, then walk around town and check out the western docks for a cute scene. Go to the sailor's bar and talk to one of the drunks to get the book *Swordmaster 5*. Finally, go sit in the resting area (T-shaped) in the eastern end of town near the center. After a cutscene, go back to Baron's house. You're needed at the Balloa Silver Mine. Before you leave, make sure to return to the waiting room near the docks to find Jyamine, who gives you *Quick Ravin 3*.



Balloa Silver Mine: This place is completely infested with Rikukages and Hamakages. Basically use Fire Ball and Flame Throw against the Hamakages and Aqua Splash on the Rikukages. Once they're clear, go back to Balloa, but make sure to save before you enter town.

Balloa: There's a series of boss fights the instant you step foot into town.

Boss: Hatchet Men (x 2)



This is a pretty easy battle, just wipe them out using normal attacks, saving your Deadlies for later fights.

You can go to the 2nd floor of the Tavern to have Dr. Bandle heal you once. After this go to the western side of town.

Boss: Hatchet Men (x4)

When they're all bunched up, using Conrad's "Hercules" Deadly attack can hit a lot of them at once for high damage.



Keep going west to the port and you'll see another cutscene.

Boss: Hatchet Men (x3), Voodoo Magician (x1), Blowgun Shooter (x1)



Get rid of the Voodoo Magician first, then the Blowgun Shooter. Also use Sleep, Freeze Throw, Might Up, and Protection. Keep several enemies disabled with status ailments and knock them down one by one. Don't use your Deadly attacks yet.

Boss: Fatima, Voodoo Magician (x2), Hatchet Men (x2)

You should have full Deadly attacks for all characters at this point. Get rid of Fatima first, since she has surprisingly high HP and will



heal the others. She's also got a huge stable of Black Magic attacks that hit multiple enemies, like Shine Bullet. Her special attack is Crimson Dive, which causes damage and possible paralysis.

After Fatima's down, take out the Voodoo Magicians, then the Hatchet Men. Make sure to heal whenever health gets down halfway or so.

After a cutscene, Baron Conrad gives you the Baron's Note. You'll leave town automatically.

Theta: Head east and talk to Captain Malion on the eastern pier. Give him the Baron's Note and he'll fix up a monster cart for you. Return to the western side of town and you'll trigger another cutscene, then automatically leave town.

Grand Cathedral: Avin will wake up alone. Go talk to Sage Gawaine in the main chapel, then go up the stairs leading east. There are two reference rooms in this area. Make sure to read the bookshelves with the red exclamation points to add stuff to your History Collection. Return to the main chapel and go up the stairs on the west. Oracle Kalion will talk to you about Rutice, so go to her room. Finally try to go out the front door, go talk to Sage Gawaine again, then check on the room on the west near the front where an Oracle is guarding the basement stairs. There's a short cutscene and you can try to escape. In the basement, go north to visit Oracle Avarice in his cell. Madram helps you escape, when out in Vald, head south onto Taruga Highway.



Taruga Highway: Walk south until the junction, then head west to the Dominus Bridge and the Dios Shrine Path until you reach a large black barrier.

Valdk: Sage Gawaine will join the party. As you exit there's another cutscene and the irrepressible Shannon will show up again. Go north to return to Theta.

Theta: Make sure to talk to Jyamine, who is sitting in the Tavern. He'll give you *Quick Ravin 4*. Start to leave Theta through the northwest exit leading to Dorx. Rutice will join the party. Head to the sailor's bar to get Sage Gawaine again, then go to Dorx via the Icon Passage.

Dorx: Go talk to Karamus in the Item Shop. Also talk to Oldman Kabol to get free rest. Head north and a Paladin will row you across to Truth Island.

Truth Island: Go straight north and open up the heavy doors. Walk to the bottom to see a cutscene with a strange man, and the group will have a vision showing the locations of the remaining sacred treasures to wrap up Chapter Two.



Chapter Three: Bond Location

Valdk: Go to Valdk and out the west exit leading to the Quitt Byway. A Paladin will rush in and tell you to go to the north exit. Before you do anything, go back inside the Grand Cathedral and talk to Kurason, a man standing in the front west room looking at a bookcase. He'll give you the book *Swordmaster 6*.

continued

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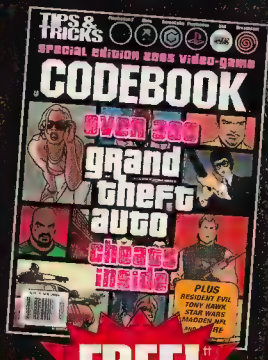
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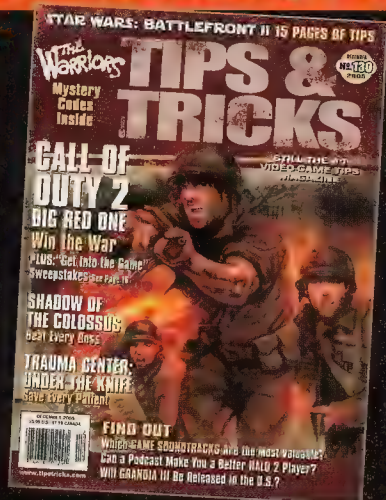
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Go back to the north exit that leads to Theta and you're reunited with Douglas in a boss fight.

Boss: Obis (x2), Zan Shen (x2)



These are pretty easy, just use Fire Ball against Zan Shen and strong physical attacks against the Obis. Might Up and Impact spells make it go faster.

After the fight you'll return to the Tavern, and be paid 2,000 Rozes. Next, look around in the underground area of Valkd to find Karamus, who is in hiding yet again. Talk to him, then go back to the Grand Cathedral to find Jyamane. He's in the front eastern room, and will give you Quick Ravin 5. Finally go south along the Taruga Highway for a cutscene where Douglas reunited with Lucas. Return to Valkd's Adventurer's Guild, and when you exit the building, Merchant Barak rushes up to try and hire you. If you pay attention you might notice something odd in the background of this cutscene. Keep going west toward Quitt along the Quitt Byway.

Quitt Byway: At the junction, you're forced into a quick boss battle (just calling it a boss battle because it is impossible to escape).

Boss: Kompe (x2), Twin Kompe (x2)

Stick to Black Magic spells; "Stone Blast" against the Twin Kompe and "Electro Cube" against the Kompe. After the fight go to the Pregon Cave via the Pregon Mtn. Path.



Pregon Cave: The spiky monsters are everywhere. When you get to the far west, you're forced into another boss battle. It's similar to the last one, except this time you are surrounded at the start.

Boss: Twin Kompe (x2), Kompe (x2)

Use the same Black Magic spells as before.

After this keep heading north and you'll see the Sorcerer who is summoning all the monsters. After the cutscene, go back to the paths and head to Quitt.

Quitt: Talk to Chief Godal in the southwest house. Head south to meet Lita. In the southwest of this section, talk to Oldwoman Ourma for free rest. Go back north to the Scotia Shrine located behind the village.

Scotia Shrine: Walk up to the square hatch cover in the ground. Read the tablet, then return to the village.



Quitt: Talk to Oldwoman Ourma again. Return to the north part of town and talk to Cerine, in the house next to the Item Shop. Return to the south part of town and talk to Oscar, the man at the steering wheel. Return to the north part of town and Lucas and Jimmy will arrive. Go into Chief Godal's house while Lucas is talking to him to continue the story. Talk to Lucas in the southeast corner of the Scotia. Talk to Oscar at the steering wheel. After a cutscene with Douglas and Lucas, the monster appears, then Lucas joins the party. Return to the Scotia Shrine.

Scotia Shrine: Get ready for more boss fights.

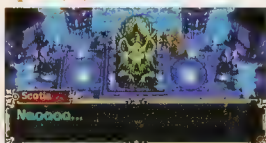
Boss: Assassin (x2)



These are strong fighters with high HP, but they're susceptible to status ailments, so use Bind or Sleep to slow them down. Kill them one by one, then head down the hatch.

Boss: Scotia, Water Spirit (x4)

The great thing about this battle is that if you defeat Scotia, the Water Spirits will all die. Ignore the Water Spirits and just pile all your Deadly attacks into Scotia. After it's over, Scotia gives Avin Delleped and the ability to use Spirit Magic.



There's a long cutscene where it's determined that Lucas will accompany you. Before heading off, go back into town and talk to Cerine to get **Swordmaster 7**. Also talk to Chief Godal to get 3,000 Rozes. Return to Valkd via the Quitt Byway.

Valkd: Talk to Supreme Priest Croir in the main chapel. Go out the town's north exit toward Theta.

Theta: Jyamane is standing in the front of the Tavern. He gives you **Quick Ravin 6**. Surprisingly, Karamus is in the same place, just in the back area. Talk to him also. Now take a sidetrip through the northwest exit to revisit Dorx.

Dorx: Go along the Icon Passage to Dorx and talk to Neil, a blue-haired man who is standing next to the west wall of the village. He'll give you **Swordmaster 8**.

Theta: Go to the eastern area and talk to Laceria to get on the boat to Balloa.

Balloa: Head to Baron Conrad's house. Go north to the Anol Highway until you find Baron Conrad on the Tia Bridge.

Tia Bridge: Get ready for a pair of boss battles.

Boss: Assassin (x3)

Kill them using your saved Deadly attacks. Use Bind and Might Up, or however you choose to fight. This is pretty easy.

Boss: Dark Sorcerer, Assassin (x5)



This is where it might get a little difficult. Baron Conrad joins you, but he's on the other side of the enemy. Get rid of the Dark Sorcerer first. You can also try out some of Avin's new Spirit Magic, although

once the Dark Sorcerer is gone I find it's easier to paralyze everyone and then chop them down at leisure.

Go back to Balloa for a cutscene, then north again to Guia via the Anol Highway. However, before you go to Guia, take a detour and go to the Sorcery School and talk to President Sion. He'll give you **Swordmaster 9**.

Guia: Speak to the Plant Manager in the factory again. Go retrieve Rutice from the bottom level of the Tavern. Head back west along the Anol Highway, then south at the junction to take the Sophias Highway to the Sorcery School.

Sorcery School: Talk to President Sion and give him the Manager Note. He tells you to go to the Ice Palace. You know how to get there.

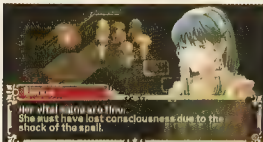
Ice Palace: Inside you'll see Rael and Elenoa, the Avin will have the mother of all hallucinations. After this Rael and Elenoa join the party, and you can return to Guia.

Guia: The mine is under attack! Make sure everyone equipped properly, then hop on the mine cart in the factory to ride inside.



Guia Mine: At the end of the ride, you're dropped off in front of two more mine carts. Take the one on the left. At the stop, go west, north, and east until you find Lucas and a Miner.

Boss: Goat Kompe (x2), Twin Kompe (x1)



It's those spiky burr monsters again. Goat Kompe's are weak against water, so some Scotia Spirit magic is effective. Or Aqua Splash will do in a pinch.

There's another mine cart behind Lucas, so get on that one. At the stop, head west until you see a stone table with a red exclamation point over it. Read it to add to your History Collection. Head north from there to find Rouca with the Plant Manager and Boss Graham.

Boss: Sorcerer (x1), Twin Kompe (x2), Goat Kompe (x2)

Get rid of the Sorcerer, then wipe up the rest. Avin and Elenoa can both use water Spirit Magic, which will destroy the Goat Kompe's easily. You've probably got a lot of Deadly attacks saved up as well, so unleash them now.



Guia: Back in town, go talk to the Meister in the Adventurer's Guild for 4,000 Rozes. Go out the east New Borun exit and along the Alte Highway. There are some cutscenes; go west at the junction to head for Garden Hill via the Grand Canyon.

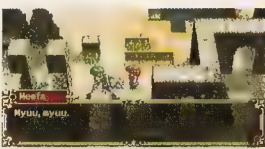
Grand Canyon: This is basically a tedious trek up a huge mountain, with some elevator rides breaking up the monotony.



Garden Hill: Go talk to Elder Rapan for some free rest. Walk north to find Loretta, who gives you Reithol's Lunch. Go north along the Follower's Path to the Idun Shrine.

Idun Shrine: At the hatch, you'll see a brief cutscene.

Garden Hill: Talk to Elder Rapan and Reithol. Go down the stairs from the building they're in, and then through a doorway leading north (it's like when you went into the Underground



Waterway in Phildin). An elevator will shoot you straight down to the bottom. Go east to Alte Highway, Spirit Forest, and House in Forest to pick up Archem, who will return with you to Garden Hill. After the Meefas clean the air, talk to a Meefa on the east side of town to get Swordmaster 10. Talk to Elder Rapan and Reithol again (they're in a house northwest of the one they were recuperating in earlier.)

Idun Shrine: Archem is in your party, so make sure she's well-equipped. Head down to the bottom and you'll face another boss battle.

Boss: Idun, Wind Demon (x2)



As usual, if Idun goes down, so do his underlings. Knock him down with all your Deadly attacks (except for Archem's) and reserve Archem for healing. Idun uses "Confusion" so if you have an Anti-Chaos accessory it helps to equip it. Idun gives Avin the *Telleboursa* and the ability to summon wind spirits. Unfortunately you have to walk all the way back out after this.

Garden Hill: After the cutscene talk to Elder Rapan to rest, then go to New Borun.

New Borun: Ramicum's store is finally open! Buy whatever you want, then go west to the Benequia Monastery. Make sure to save before you go inside.

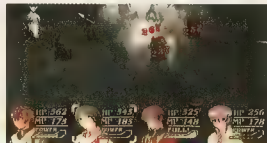
Benequia Monastery: The place is under attack!

Boss: Assassin (x3)

Archem's Wind Lullaby, Lucas's Sword Hit, and using Impact really help against these enemies.

Boss: Sorcerer, Assassin (x4)

Kill the Sorcerer first, then take down the Assassin's one by one. Paralyzing them is a good way to keep some in reserve while you take care of the others. In the very back north-west corner you'll see Ms. Olessia and Syna in trouble. After a bit, Lucas will leave the party.



New Borun: Head back through town, talking to people if you want, and go straight to Borun.

Borun: Talk to Karamus in the Tavern, then talk to the Bartender to get some Golden Sake. You can also try your luck at the Raffle Center again if you like. Head back to Phildin.

Phildin: Go to the Royal Library and talk to the Librarian at the front desk to get Swordmaster 11. You can't get Quick Ravin 7 until after you get the Jenis Water, but before you go the Adventurer's Guild to use the Jenis Water. Yes, I know what that rhymes with. Head out the south exit and you'll see Mile's father. Follow him north to the Phildin Castle.

Boss: Zara Stola (x2), Pupirem

These are ridiculously easy, so just wipe them out. Flare Ghost or Fire Ball the Pupirem, and hit the Zara Stola after using Impact or Might Up on your fighters.



continued



Philidin Castle: Make the most of this opportunity, since you won't get to explore the castle again. Martie and Muse will join the party. Check the castle library for two bookshelves with red exclamation marks to add more to your History Collection. Go to the Adventurer's Guild and then to Tibri.

Tibri Village: Talk to Shannon's parents, then rest at Chief Rudo's place. Go to the Sage's Mansion.

Sage's Mansion: Sage Dinerken tells you to find the Fire Mushroom in Ziziki Cave. If you recall, it's where you first fought the Symseal Gang. Go back to Tibri Village and out the south exit, then at the junction go east to the cave.

Ziziki Cave: Deep in the northeast section you'll come across the old Symseal hideout. Muse will have some fond memories of that time. Go west from there to get the Fire Mushroom. Some enemies will attack suddenly.



Sage Dinerken: It's called "Firefly Mushroom" and it only grows in dark places.

Boss: Pupirem, Exploding Cybil (x2)



Use Avin's Scotia Spirit Magic to get rid of the Exploding Cybil, and Fire Ball or Flame Ghost to get rid of Pupirem. After the battle return to the Sage's Mansion to get the Jenis Water, then return to Philidin.

Philidin: Don't go to the Adventurer's Guild yet. Instead go to the Tavern and talk to Jymane to get Quick Ravin 7. Go to the Adventurer's Guild to cure Mile's father. After this, go back to Ourt Village.

Ourt Village: Go to Mile's house and look in the window. You'll see Elder Roan sitting inside. Go up to Elder Roan's house and look in the window to start a cutscene. Finally head north to Lookout Cottage.

Lookout Cottage: Check inside the scarecrow to get the Lemuras Amulet. Go up to Sage Lemuras' grave to pay your respects. Avin will break the gate to the Notos Forest which leads to the Nephtys Shrine.



Avin looked inside the scarecrow.

Nephtys Shrine: Go up to the square hatch cover in the ground. Finally head down the stairs for yet another battle with a giant spirit.

Boss: Nephtys, Earth Spirit (x3)



As usual, if you kill Nephtys, the rest will follow. However, these guys have high HP, so don't get careless. Also, you need to stick to using Black Magic and special attacks, since these guys don't take physical damage. Hit Nephtys with all your Deadly attacks, and try

to use Black Magic that hits multiple enemies, like Electro Cube or Spirit Magic. After this Nephtys will give Avin Isbura, and the party will return to Ourt Village. Go back to Philidin.

Philidin: Go to the Royal Library and visit Professor Logos. The room behind him is now open. Go through there and Sage Gawaine will join the party. You'll teleport right to the Grand Cathedral in Valk.

Grand Cathedral: Talk to Supreme Priest Croir in the main chapel. He'll give you the Rare Sword. Remember to equip it on Avin. Head south out of Valk toward Brizahc. Oh, and you can get all the treasures from the basement now. Rob them blind.



Brizahc: Go to the Tavern and talk to Luc to get Swordmaster 12. Head for the harbor. You'll see Karamus trying to hide behind a stack of crates near the center of the dock area. Go west and you'll see Thomas again.

The Planetos: Talk to Rutice, Sage Gawaine, and Thomas to further the story along.



Sailor Thomas: Okay, I think we got him.

There's a short cutscene and the weird guy from Truth Island, Michel de lap Heaven, is brought aboard. He'll join the party. Make sure to equip him, since he's dressed like a beggar.

Brizahc: Go back to the main town and speak to Mrs. Milabo, the fat cat lady on the second floor of the big house near the port border. She gives you the Door Key to Eiton Cave. Head north along Taruga Highway and east at the junction to reach the cave.

Eiton Cave: Near the center of the cave, there's a brief cutscene. Walk up and down in the swamp in the upper left portion to find an egg-sized Crimson Fire for Mrs. Milabo. From here, head south and around the perimeter heading back north until there's another cutscene with a large Crimson Fire in the peat.

Boss: Jaw Mos (x2), Prodigious Squid (x1), Cure Hermit Crab (x2)



Right before you get it, a bunch of monsters show up to ruin everything. Use Stone Blast or Nephtys Spirit Magic on the Jaw Mos, and Deadly attacks and Black Magic to get rid of the others.

Now walk all the way back to the entrance. There's a quick cutscene, and then you're automatically returned to Brizahc.

Brizahc: Go to the Tavern and talk to Jymane to get Quick Ravin 8. You've almost got the whole set! Go back to The Planetos and it will take you to Kanaphia.

Kanaphia: The Elder's house is in the northeast. Talk to him after a cutscene to get free rest, then head south along the Separation Path leading to the Cemetery.

Cemetery: Go to the grave at the very top (with the red exclamation mark) for a cutscene with Madram. After this head inside the Zar Shrine.

Zar Shrine: Things never go easily... Evil Oracle Borgeid is blocking the way.

Boss: Borgeid, Guard Core (x2)

They don't really have any weaknesses to exploit, and Borgeid can cause a large amount of damage with spells like Spread Fire, Flame Ghost, and occasionally something he calls "Ha! Ha! Burn! Break!" that is like a meteor shower. Try not to stay too close to him, and use Anti-Magic on Mr. Useless, aka Michel. Have him cast Impact on Avin and Sage Gawaine and keep him out of the cross-fire. Unless Deadly attacks on Borgeid and make sure to keep your health up.



After this there is another cutscene, and then you can go forward and speak to Zar to get the last sacred treasure, Ispied. Zar will also force your sword into the Elucion. Leave the shrine, then go back to Dominique's grave and look at it for another cutscene.

Kanaphia: There's a Shifty Merchant in the basement of Wyle's house selling some decent accessories. Go rest at Elder Miralme's house, then head north to get back on board The Planetos.

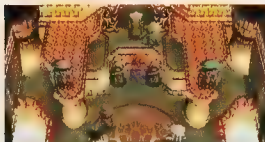
Chapter Four: A Tear of Vermillion

Valke: After talking to Supreme Priest Croir, exit the Grand Cathedral. There's a brief cutscene with Shannon. Next, go to the 2nd floor of the Tavern to find Jaymane and get **Quick Ravin 9**. Go talk to Muche, the lazy adventurer who's been sleeping in his bed in the house next door to the Adventurer's Guild. If you have all 12 Swordmaster books, you can trade them to him for the Zero Field accessory. After you get the 9th Quick Ravin book, go back into the Grand Cathedral. From the main chapel hallway, go up the back stairs into the eastern wing, then south into the first reference room. Talk to Duke Aron, and if you offer him all nine Quick Ravin books, he'll give you the Moon Amulet in exchange. When you're ready, go out toward Brizahc, then west to Cathedral.



Cathedral: Go upstairs and approach the altar for a cutscene. Go east from the altar to find stairs leading down. Follow them down and to the back area until you can enter a secret basement area. It's full of tough enemies, so spend some time leveling up if you need to, and make sure you've got enough supplies. If your pet's being lazy (hasn't given you any items in awhile), scold it. Michel is a handicap, but it's easy to keep him out of harm's way. Make him use Bind on enemies nearby and Anti-Magic on himself rather than trying to attack. Near the bottom of the basement, you'll be attacked.

Boss: Mile, Demon Swordsman (x2), Evil Oracle (x2)



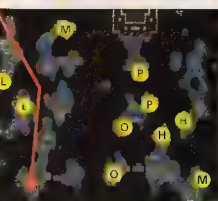
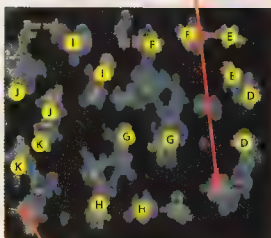
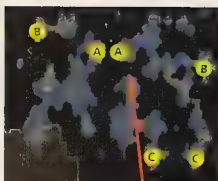
This is a pretty hard battle, and unfortunately you have to kill all of them, not just Mile. Anyway, use the Deadly attacks as usual, and get rid of Mile, Evil Oracles, and Demon Swordsman, in that

order. Silence doesn't usually work on the Evil Oracles, so just use Might Up on Avin and Sage Gawaine and try to pummel them the old-fashioned way. After this, there's a cutscene where Michel leaves the party.

Sealed Land: Equip Mile with anything he might need and head on down. There are a lot of levels to descend but it's

pretty easy to navigate. Once in awhile you'll see some old friends along the way. At the very bottom, you'll reach a weird place full of warps called the Time Labyrinth.

Time Labyrinth: Check the numbers shown on these three maps and walk through the Time Labyrinth in the order indicated. Notice that even if there's a slight gap between the islands, sometimes you can walk across them anyway. Save before you go through the last doorway.



Boss: Bellias Variation, Arc Guard (x2)

Bellias turns into a monster. Start pounding him down using Deadly attacks. Also use Impact or Might Up on Avin and Sage Gawaine. Try to keep your party spaced out, since Bellias has area-effect spells. Just hitting him with physical attacks is pretty effective. Make sure your health is up near the end. Also, if you defeat Bellias, the other enemies will also disappear.

Boss: Octum

If you've got Anti-Bind and Anti-Chaos equipped, it really helps. After the relative ease of previous battles, fighting Octum is a bit of a shock! Anyway, you retain all the damage you sustained in the fight against Bellias. Also, this battle is in three parts. The first one is against two Dark Lore enemies which use stuff like Oxide Ring to cause a lot of spell damage. You need to take them down first, then you can target his claws. The Right Claw (on your left) only takes damage from magic attacks, while the Left Claw only takes



damage from physical attacks. Near the end, when the claws are weakened, Octum will unleash a lot of strong area-effect magic attacks in a row—God's Word, Howl, Vanity, etc.—which is annoying but inescapable. Make sure you've got Anti-Magic on somebody, and keep Rutice in reserve for healing. Once both claws are down, you can hit the head. After it revives the Dark Lore, it will probably go four times in a row while you stare in amazement, but if you survive, just heal and keep hitting the head without worrying about the Dark Lore. It's actually a good sign, because Octum's attacks seem to get more aggressive before he's about to kick it.



The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month we've got some suggestions for new ways to play the game if you've got some friends around, and some cheat codes for *Grand Theft Auto: Liberty City Stories* on the PSP.

SAN ANDREAS CUSTOM GAMES

Although *Grand Theft Auto: San Andreas* doesn't include the ability to set up custom games for parties within the game design, that shouldn't stop you from making up some rules to play by and then passing around the controller to see who can get the farthest, survive the longest or cause the most wreckage with a rocket launcher. Presented here are some fun custom games you can play using *San Andreas*.

ROCKET RAMPAGE

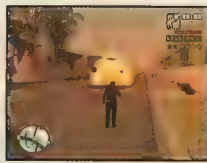
Setup: Enter the cheat code that gives you a rocket launcher:

PS2 Version

R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Xbox Version

Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up



Object of the Game:

How many vehicles can you destroy with the rocket launcher before the law takes you out? Using only the rocket launcher and remaining on foot, compete to see how many vehicles can you destroy before the ever-increasing amount of

gunfire from the police and feds sends you to the morgue. Have your friends keep score while you're playing and then do the same for them. Count police choppers as two points and all other vehicles as one point.

LAST STAND SAN ANDREAS

Setup: Enter the following codes for full body armor, weapons and six-star wanted level:

PS2 Version

R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
O, Right, O, Right, Left, X, Down

Xbox Version

Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up
Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up
B, Right, B, Right, Left, X, A, Down



Object of the Game: If running from the man while carrying a six-star Wanted rating isn't your idea of a good time, then how about trying to make a final stand against the overwhelming forces aligned against you? Get yourself some weapons, enter the code for body armor and then bust out

that six-star code and let the fun begin. Use whatever means necessary to stay alive for as long as you can. Your friends can judge your run however you decide, scoring you for style and flair and/or timing you to see how long you managed to hold out against the enemy. The best way to stay alive for any amount of time is to steal a tank for yourself and turn it against the opposition.

SIX-STAR SPRINT

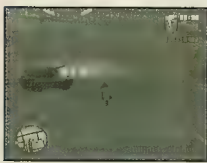
Setup: Starting on the outskirts of any of the three cities, enter the cheat code that gives you a six-star Wanted level:

PS2 Version

O, Right, O, Right, Left, X, Down

Xbox Version

B, Right, B, Right, Left, X, A, Down



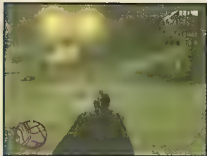
Object of the Game:

Starting with a six-star Wanted level, can you reach all three cities without getting killed by the combined forces of the police, the feds and the National Guard? Staying on foot is suicide, and most cars and trucks will be

shredded before you can get them in gear. Grab a motorcycle as soon as possible and don't stop for anything! Even civilian traffic will want to take you down when you've got six stars!

CAR SURFING

Setup: Jump onto any civilian car while maintaining a Wanted level of at least two stars.



Object of the Game: Maintain your footing on top of a civilian car while shooting at the police who give chase. How long can you ride the car without falling off or being taken out by the cops? After jumping onto your chosen car, cause some chaos to get your Wanted level up; the driver of the vehicle you're

standing on will put the pedal to the metal and tear out of there! CJ will shift around while on the hood or roof of the car, so you'll need to constantly adjust to stay near the center (the safest area).

grand theft auto

LIBERTY CITY STORIES

cheat codes

successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must exit the game in order to restore the game to normal. **Do not save your game after entering codes;** if you do, the codes may be permanently activated in your save file. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive. Activating cheat codes will lower your criminal rating number.

Unlock one game location, two gangs and 14 characters in Multiplayer menu—**Up, Up, Up, □, □, Δ, R, L**

Unlock two game locations, four gangs and 28 characters in Multiplayer menu (including everything unlocked by the above code)—**Up, Up, Up, □, □, X, L, R**

Unlock two game locations, seven gangs and 43 characters in Multiplayer menu (including everything unlocked by the above codes)—**Up, Up, Up, X, X, □, R, L**



Unlock all game locations, gangs and characters in Multiplayer menu (including everything unlocked by the above codes)—**Up, Up, Up, Δ, Δ, □, L, R**

Full health—**L, R, X, L, R, □, L, R**

Full armor—**L, R, □, L, R, X, L, R**

Earn \$250,000—**L, R, Δ, L, R, □, L, R**

Weapons Set 1 (Brass Knuckles, Knife, Molotov Cocktail, Handgun, Shotgun, Machine Gun, AK-47, Flamethrower, Sniper Rifle)—**Up, □, □, Down, Left, □, □, Right**

Weapons Set 2 (Brass Knuckles, Remotely-Controlled Grenades, Revolver, Sawed-Off Shotgun, MAC-10, M-16, RPG, Semi-Automatic Sniper Rifle)—**Up, □, □, Down, Left, □, □, Right**

Enter the following cheat codes at any time during the game (not while paused). Each time you enter a code

Weapons Set 3 (Brass Knuckles, Chainsaw, Grenades, Revolver, Automatic Shotgun, Submachine Gun, M-16, Gatling Gun, Semi-Automatic Sniper Rifle)—**Up, X, X, Down, Left, X, X, Right**

"Wanted" level +2—**L, R, □, L, R, Δ, L, R**

Lock "Wanted" level at 0—**L, L, Δ, R, R, X, □, □**

Commit suicide—**L, Down, Left, R, X, □, Up, Δ**

Fast game clock—**L, L, Left, L, R, Right, □, X**

Increase game speed—**R, R, L, R, R, L, Down, X** (enter this code repeatedly to increase its effect)

Decrease game speed—**R, Δ, X, R, □, □, Left, Right** (enter this code repeatedly to increase its effect)



Big heads—**Down, Down, Down, □, □, X, L, R**

Change into random pedestrian—**L, L, Left, L, L, Right, □, Δ** (enter this code repeatedly to change into different characters. Note: The code will not work until you have completed the game's first mission, and it frequently causes the controls to lock up)

Pedestrians carry weapons—**R, R, L, R, L, Right, □**

Pedestrians riot—**L, R, L, L, R, Left, □**

Pedestrians attack you—**L, L, R, L, R, Up, Δ**



Certain pedestrians follow you around—**Down, Down, Down, Δ, Δ, □, L, R**

Display pursuit data—**L, Up, Right, R, Δ, □, Down, X** (with this code in place, being pursued by the police will cause your current and maximum "chase" level to be displayed beneath your "wanted" level along with updates about any news coverage you receive)

All vehicles explode—**L, L, Left, L, L, Right, X, □**

Improved vehicle handling—**L, Up, Left, R, Δ, □, Down, X** (with this code in place, you can also press Down on the D-pad to make your vehicle jump)

More aggressive traffic—**□, □, R, X, X, L, □, □**

All traffic lights remain green—**Δ, Δ, R, □, □, L, X, X**



Shiny, metallic vehicles—**Δ, R, L, Down, Down, R, R, Δ**

All randomly-colored vehicles are white—**X, X, R, □, □, L, Δ, Δ**

All randomly-colored vehicles are black—**□, R, □, Δ, Δ, L, □, □**

Small bike tires—**□, Right, X, Up, Right, X, L, □** (enter the code a second time for large bike tires)

Cars can drive over water—**□, X, Down, □, X, Up, L, L**

Rhino (tank) appears—**L, L, Left, L, L, Right, Δ, □**

Trashmaster appears—**Δ, □, Down, Δ, □, Up, L, L**

Clear weather—**Up, Down, □, Up, Down, □, L, R**

Partly cloudy weather—**L, L, □, R, R, □, Δ, X**

Cloudy weather—**Up, Down, X, Up, Down, □, L, R**

Rainy weather—**Up, Down, □, Up, Down, □, L, R**

Foggy weather—**Up, Down, Δ, Up, Down, X, L, R**



Display credits sequence—**L, R, L, R, Up, Down, L, R**

Left-handed controls (see below)—**Down, Down, Down, X, X, □, R, L**

Left-handed controls (same as above; see below)—**X, X, X, Down, Down, Right, L, R**

The latter two codes will rotate the screen display completely upside-down and partially remap the controls to allow you to play left-handed; i.e. with the analog stick on the right and the action buttons on the left. With the screen inverted, the **Up/Down** controls are reversed and the **Δ/X** controls are reversed; all other buttons retain the same functions. To return to normal, enter either of the following codes:

Return to normal display—**Up, Up, Δ, Δ, □, R, L**

Return to normal display (same as above)—**Δ, Δ, Δ, Up, Up, Right, L, R**



by Mark Johnson

With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

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MY WEEK AS A HALO 2 JERK

Part 2: The Life and Times of a Total Jerk

My mother always said, "If you can't say anything nice, don't say anything at all." I'm not sure that some of the people playing *Halo 2* on *Xbox Live* listened to their mothers. The foul language and general jerkiness tend to run rampant in matchmaking, and I've always wondered what the attraction was. I set out to find out what happens when one Spartan stops being polite and starts getting real. This is what I found.

Last month I talked about some of the things that the Jerks do in order to be...well, jerks. Since then, I've been out there in the online world that Bungie created, putting all the felonious skills that I learned into practice. I no-scoped and sword-whored a swath of violent insults from Relic to Lockout, and I discovered three things: Jerk begets Jerk, people hate losing and I hate being a jerk.

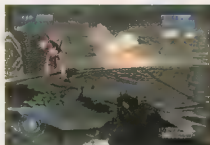
Better Together

Jerks are like bunnies. Put a few in a room and you'll come out with enough to eat the briar patch clean. Being a Jerk made me feel like I was spreading an infectious plague. As soon as I busted out my pitiless verbal thrashing skills, players were transformed into amazingly foul-mouthed, hateful people. My actions were creating legions of despicably vile *Halo 2* Jerks. It was an astounding downward spiral to watch as *Slayer* games dissolved into insane shouting matches and rants between players, belittling each other's skills, mothers, girlfriends...anything. I had sent forth my dark horde to spread angst and bad sportsmanship across the realms of *Halo 2* on *Live*. The power of my bad attitude forced everyone to act like a Jerk. Which is exactly what you should not do. Do what most people of good caliber did: Ignore me and leave.



This is the face of total jerkitude!

Trail of the Dead...



I insulted this guy to death.

Interestingly, no one cast the hate back on me if I lost. In fact, I got a few friend requests from players who thought I was "funny," which is sad. I was trying to be as vulgar and as awful as possible, and people liked me. Either I'm the nicest human being ever born and have absolutely no skills at being horrid, or people are disgusting. Those things I said about your mother aren't funny. But it was all jokes until I won. Then I was scum and the Jerks came out in force to bury me. Even the nicer players raised their hackles and went a little Mr. Hyde when I started to win. It appeared as if people only hate Jerks when they lose to them. Having been one myself, I would say that's a shame. We should strive to congratulate, not hate.

Just Leave



These guys have the right idea. If you run into a Jerk, just finish the match and find a new one.

But these players have the right idea; if you can't get me to shut up, then just leave. Go find some friends on your play-list. Trying to trade insults, blow-for-blow, with any *Halo 2* Jerk you run into simply ruins the game for everyone in the room. And on your way out the door, make sure you send in some negative feedback.

Lesson Learned (Again): My mother was right. If you don't have anything nice to say don't say anything at all.

By the Numbers

Halo 2 has an excellent stat-tracking system to go along with its online multiplayer component. In that spirit, I decided to keep track of some of the stats of my online rampage. Here's how the fun breaks down after one week of playing as a Jerk.



Number of times I was told to shut up: 243
Number of times I was called a kid: 86
Number of times I was challenged to a one-on-one duel: 8
Number of duels I won: 6
Number of people I forced to quit the duel in terror: 1
Number of games I left because I was out-Jerked: 11 (Some people are really scary)
Number of times I informed my victim they had been "no-scoped": Every kill
Number of times I got "no-scoped": 33 (Apparently, I overused the term)
Number of times I was told to "Sit Down!" upon death: 41
Number of times I told my victim to "Sit Down!" upon death: Every kill
Number of times I jumped into the passenger seat of the Warthog and asked them to turn on the radio: 12



Turn that radio up, man, let's rock!

Number of times I was given positive feedback: 3 (Seriously, why?)
Number of times I was given negative feedback: 0 (Come on, people! The feedback system is there to get rid of players like me!)
Number of times I forced everyone to listen to Bell Biv DeVoe's 1990 hit "Poison" during the match by taping my headset to my computer speakers: 1

The Quick Guide to Hosting a Halo 2 LAN Party

So you don't have broadband Internet and you're left home alone, crying for some *Halo 2* multiplayer? All is not lost, my young Master Chief. It's time for you to learn how to host your very own *Halo 2* LAN party in four easy steps. If you plan it out right, you can host the best *Halo 2* LAN parties in town.

Party People

This one's a no-brainer. You need people to play CTF on Zanzibar with, so invite your friends. Have your friends invite their friends. If you don't have any friends, I can't help you...maybe you should think about playing a little less *Halo 2*. You will need to get at least eight people over to your house for your LAN party, but the full 16 people for eight-on-eight matches is even better. Or you can organize two games of four-on-four. It's up to you, but make sure you invite people to show up, otherwise you'll look like a loser going to a LAN party all by yourself.



Without people to shoot at, your LAN party will be boring.

Got Gear?



Communicators are a great way for teams playing in separate rooms to...uh, communicate.

with the necessary equipment, go to your local Rent-A-Center and rent a TV or two for the weekend.

When you invite your friends over, tell each of them to bring their Xbox console, their TV and their copy of *Halo 2*. If you own four Xbox units and four TVs and don't need your friends to bring them, then you are rich and you should invite me so I can pilfer the china when you take a potty break. But you will definitely need enough gear to support at least eight players. Make sure you have enough controllers for everyone, and a headset for team leaders if you want to get really coordinated. If you can't pool your resources with your friends to come up

Fill 'er Up

A 16-player Classic CTF match on Containment can take a long time, so make sure you pack in the goodies to keep you going. Pick up some snacks for everyone before the games begin so you have something to munch on between bouts. Caffeinated beverages are great, and who doesn't like getting potato chip grease all over their controller? If the LAN party is going to go late into the night, set a time when everyone will take a break and order up a few pizzas. Have everyone pitch in five bucks when they show up to help cover the cost of food and drinks. And if you're old enough, a few six-packs of everyone's favorite brew makes the matches get more interesting as the night wears on.



Do the Dew. Because it's green, like Master Chief.

Use Your Imagination



Trophies, T-shirts and team names make the LAN party more fun.

This is how you make your LAN party better than your neighbor's: Get creative. Build a trophy, make T-shirts, have an opening ceremony. Anything you can think of to spice up the tournament and make it a little more fun would be great. Come up with creative team names and track all the stats to determine the final winners. Then have an awards ceremony were you hand out MVP prizes and the championship trophy. Buy a bunch of bottled water and re-label it "Dung Juice." Hand it out with dog tags that have the players' in-game handles on them. Try to think creatively when you are setting up your LAN party and it will be more enjoyable for everyone.

Start planning, people! Hosting a LAN party can be a worthwhile endeavor even if you do have Xbox Live. There's nothing like being able to high-five the guy who helped you plant the bomb, or sharing some pizza with that jerk who just owned you using only a needler.



SGT. JOHNSON'S FOXHOLE

Here in The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier—it's training time!

The SMG is probably the most common weapon in *Halo 2*. From Campaign to Slayer, you'll find these little babies strewn all over just about every map in the game. While not the best damage-dealer available to you, the ease with which one can find an SMG around every corner practically demands that you hone your skills with it to a razor's edge. So read up, because you can bet that the guy who just took you out knows how to use an SMG. That's why you're dead and he's not.

SMG



Specs

Ammo Type: Ballistic
Clip Size: 60 (maxes out at 180 rounds, or 3 clips)
Firing Mode: Fully automatic
Dual-Wield: Yes
Reload Speed: 1.7 seconds
Melee Speed: 0.9 seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1
Melee Hits with Overshields: 5
Scope: None

Range: Short
Accuracy: Low

Shots Required

Head Shots: About 10
Body Shots: About 25
Head Shots with Overshield: 3
Body Shots with Overshield: 4
These numbers are based on an opponent with full shields at the time of engagement.

Strengths

They don't call this weapon a bullet hose for nothing. You can unload a huge amount of ammo on your target in a very short time. And lots of ammo means lots of damage as long as you are close enough. While not as fancy as some of the other weapons out there, the SMG is a solid choice in

almost any dual-wield combination. Its snappy reload speed ranks among the fastest in the game, which can be very helpful if you forget to check your ammo supply and run out in mid-battle.

Weaknesses

Being a bullet hose also means you can't aim very accurately, as the SMG shakes like a 1950s sock hop. With significant "climb" to this gun's recoil, you really have to work hard to keep this weapon under control and on target. The SMG is also next to useless outside of low to medium range, so don't even bother firing until you are close to your targets...which, of course, makes you vulnerable to their SMGs as well.

The SMG is a funny gun. Bungle obviously liked it, because it's everywhere and you quite often start a match with this weapon gripped in your hands. But it's fairly weak by itself, and you'll quickly get moved down. Fortunately, there are two tricks to making this gun a nasty piece of work, and players will learn to fear you. Duel-wield with the SMG and you are suddenly scary. Pair this machine gun up with a Magnum or a Plasma Rifle, and you'll be dropping shields and dropping opponents faster than you can say "reload." Just be sure to aim for the head, and watch for that recoil, as it can quickly knock you off-target. If you can't find a second gun for twice the fun, use grenades. The SMG/grenades combo can be surprisingly effective, especially given that grenades do splash damage. Toss Frags and Plasmas to soften up your target as you spray them with bullets and you will find yourself emerging victorious more often than not.



SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

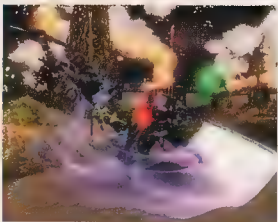
games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.



ONIMUSHA: DAWN OF DREAMS

Publisher: Capcom

In Stores: March



The first three *Onimusha* games (*Onimusha: Warlords*, *Onimusha 2: Samurai's Destiny* and *Onimusha 3: Demon Siege*) wrapped the trilogy up nicely with Oda Nobunaga's defeat at the Honno Temple. Now, jumping 15 years forward from the end of the last game, *Onimusha: Dawn of Dreams* starts off a new set of adventures for the series, featuring Nobunaga's successor Hideyoshi Toyotomi and his alliance with the demonic Genma forces. The main character is Soki, a mysterious warrior possessing the ability to destroy Genma, who works together with multiple allies throughout the game to stop Hideyoshi's schemes. The new Allies System lets you give commands to a partner and even switch between on-screen characters on the fly. Commands you can issue include follow, attack, wait and defend. Another improvement is the ability to use the right analog stick to change the camera angle; previous installments in the series had fixed viewpoints. Surprisingly, another change is the lack of big-ticket movie stars as character models, which was once a hallmark of the series. The game's environments are expanded exponentially, and still showcase the beauty of the architecture and landscape of traditional Japan.





24: THE GAME

Publisher: 2K Games

In Stores: February



24: The Game captures the tension of the TV show, from the haunting tick of the digital clock. Each stage represents a single "episode"—one



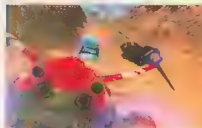
hour in the full 24-hour day. Jack Bauer never sleeps! In addition to Agent Bauer, there will be moments when you also control Chase Edmunds and Tony Almeida. The gameplay ranges from on-foot action to high-speed driving, but the real fun is in the occasional mini-games when you have to hack a computer, snipe from the rooftops or grill a hapless informant using Bauer's cruel interrogation techniques! Developed by Sony Computer Entertainment Cambridge Studios, the same people who brought you *Primal* and the *MediEvil* series.



FATAL INERTIA

Publisher: Koei

In Stores: 2nd Quarter 2006



One of the first launch titles announced for the PlayStation 3, *Fatal Inertia* is Koei's initial entry into the racing genre, developed by the brand-new Koei Canada studio. The game combines futuristic aerial racing vehicles with the beauty of the natural environment, in courses winding through woodlands, canyons and glaciers. The weapons are physics-based and don't directly damage your opponents, but do create a variety of effects that can hinder them. Details on this are still sketchy at the moment, but apparently each individual weapon has a number of applications. *Fatal Inertia* also includes customizable vehicles and multiplayer gameplay (cooperative and competitive) and even a season mode where you can win prizes and special items.



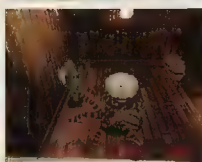
RESIDENT EVIL: DEADLY SILENCE

Publisher: Nintendo

In Stores: 1st Quarter 2006



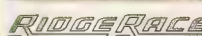
Chris Redfield and Jill Valentine reprise their roles in this 10th-anniversary remake of the original *Resident Evil*. The gameplay has been adapted to utilize DS resources: A map, ammo supply and color-coded health meter are displayed in the top screen, the stylus is used to control the knife and you can even blow into the microphone to resuscitate injured allies! Many new features have been added, prompting Capcom to bill this as a "rebirth." There's more action, new puzzles, a control feature for quick 180° turns and a new multiplayer mode where up to four players can compete wirelessly in versus mode or work together in cooperative mode. Head back to Raccoon City and find out where it all began....



RIDGE RACER 6

Publisher: Namco

Available Now



Comfortable chair? Check. High-def TV? Check. Next-generation console? Check. One of the longest-running arcade racers of all-time? Check! That's right, the *Ridge Racer* franchise has found its way to the Xbox

360 in the form of *Ridge Racer 6*. Powerslides have never looked so good, thanks to the high-definition graphics and a huge selection of more than 130 vehicles. In addition to the biggest roster of cars in the

history of the series, you'll also find 30 different tracks to put your driving skills to the test over the course of more than 230

races. You can also go head-to-head with drivers from around the world with *Xbox Live*, where you'll also find new content thanks to the *Xbox Live Marketplace*.



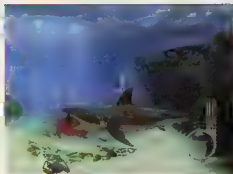


JAWS UNLEASHED

Publisher: Majesco

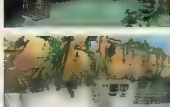
In Stores: February

Also On: PS2



30 years after scaring millions of beach bums in theaters, everyone's favorite animatronic terror hits the big time with his/her own video game, *Jaws Unleashed*. But you won't be sent on a mission to capture or kill the world's most famous Great White Shark; your task is to actually keep Jaws alive, because you are the shark in this game. You'll find some familiar characters and locations, along with some stuff you've never seen before—like Shark Vision, which gives you the ability to spot enemies from a distance. And no game revolving around the most feared predator in the ocean would be complete without the dismemberment engine, which lets you live your goriest shark fantasy. Developed by Appaloosa Interactive, creator of the popular *Ecco the Dolphin* series.

JAWS UNLEASHED



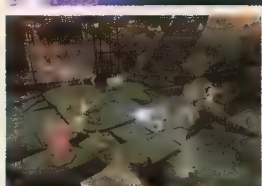
GAUNTLET: SEVEN SORROWS

Publisher: Midway

Available Now

Also On: Xbox

The compelling, cooperative gameplay of the '80s cult favorite *Gauntlet* series already made a successful comeback in the late '90s with *Gauntlet Legends* and other 3-D sequels, but *Seven Sorrows* promises to bring *Gauntlet* even further up to date with



online multiplayer action, "reinvented" combat and 21st-century audio-visual effects. After being banished by a ruthless emperor, the warrior, elf, valkyrie and wizard have reunited to vanquish their oppressor and undo the seven great sorrows he has unleashed upon mankind. Let's hope the somber storyline doesn't completely stifle the subtle sense of humor that would occasionally shine through in previous games in the series.



VIEWTIFUL JOE: RED HOT RUMBLE

Publisher: Capcom

In Stores: January

Also On: PSP

Ready for your close-up? *Viewtiful Joe: Red Hot Rumble* is the ultimate competition to discover which rising star will headline Captain Blue's newest VFX production. Playable characters include new faces from the TV anime series, with Sylvia, Alastor, Sprocket and Captain Blue Junior filling out the cast. Environments are interactive, and players can use objects in the background and enemies as weapons during the violent audition process! Story Mode pits you against computer-controlled opponents, but the real action comes in the Multiplayer Battle Mode, where four friends can compete to see who's the most "viewtiful" one of all.

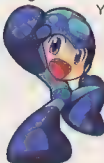


MEGA MAN: POWERED UP

Publisher: Capcom

In Stores: 1st Quarter 2006

Fans of the original NES game will definitely dig *Mega Man: Powered Up*—it's basically a "remixed" version of the 8-bit classic. All of the game's artwork been redrawn to give it a fun feel; for example, all of the characters now have super-sized cartoon heads. Additionally, you can now play as all eight of the original bosses. One of the features that we're most excited about is the ability to design your own custom *Mega Man* stages.



You can share the stages



you've created online, or download someone else's stage and play through it for a unique challenge. *Powered Up* also features a new Mega Man Challenge 100 mode, where players can test their skills by competing in 100 different challenges, each with its own objective.



ELECTROPLANKTON

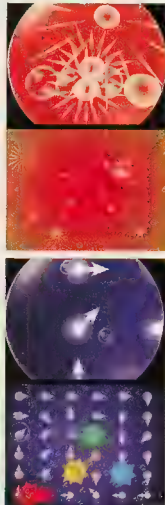
Publisher: Nintendo

Available: January



ELECTROPLANKTON™

Electroplankton presents a mesmerizing collection of underwater activities that are all based around music and sound interaction. Through the use of the DS touch screen and microphone, you can transform a screenful of undersea creatures into hypnotic musical performers who can transfix your eyes and ears for as long as you like. With no clearly defined goals and no critical evaluation of your abilities, it's not as much a "game" as it is an electronic tool for performance art. And there's a reason why the info bar above does not use the words "In Stores" like most of our previews; see this month's *Collector's Closet* column for more information on the unusual method that Nintendo has chosen to deliver *Electroplankton* to North American DS owners.



CRIME LIFE: GANG WARS

Publisher: Konami

Available Now



Following in the tradition of Rockstar's *Grand Theft Auto* series, *Crime Life: Gang Wars* depicts the urban lifestyle by placing players in the shoes of a rookie gang leader named Tre who is struggling to make a name for his gang, the Outlawz, in the fictional town of Grand Central City. It's a classic beat-'em-up that's been transplanted into a free-roaming 3-D environment. Unlike *GTA*, the choices the player makes will have consequences later on, for good or bad. Members of the rap group D12 provide their voices, likenesses and original music to the game, as do UK artist Doom Man and actor Jason Flemyng (from *Lock, Stock, & Two Smoking Barrels* and *Snatch*).



MEGA MAN: MAVERICK HUNTER X

Publisher: Capcom

In Stores: 1st Quarter 2006



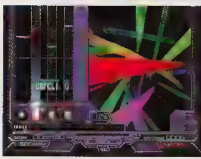
Maverick Hunter X is basically a remake of the original *Mega Man X* game, with a few changes. All of the characters have been completely redrawn and rendered in 3-D, and all of the stages have been given a graphic upgrade. There are new cutscenes just before each boss battle, and you will now hear voice actors delivering the in-game dialogue. Item locations have been changed from the original game, and players will have to develop new strategies for progressing through each level. A new story mode is also included; after completing the game, players will be able to play as X's nemesis, Vile.



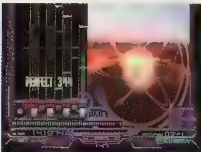
BEATMANIA

Publisher: Konami

In Stores: 2006



If your glow-stick skills are lacking or you're just tired of tracking down a rave every weekend, Konami has the answer: Create your own party with *Beatmania*. That's right, the game that turned thousands of wannabe DJs into cuttin' and scratchin' fools is coming to the PlayStation 2, and it's bringing its revolutionary turntable controller with it! The game features more than 50 tracks, ranging from pop to drum 'n' bass, so you'll find a little something for everyone. And when you're ready to flash your skills in front of your friends, call them out for some cooperative multiplayer action or school them in competitive mode. Throw in the psychedelic visuals, and you'll think you're in some random warehouse downtown, not your own living room!





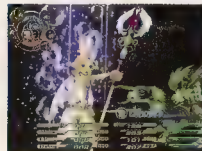
GRANDIA III

Publisher: Square Enix

In Stores: February



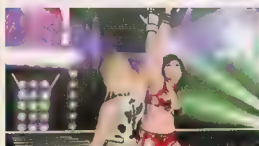
Released in Japan during August of 2005, *Grandia III* is finally making its way to North American shores. The *Grandia* series has always been known for its incredibly intuitive quasi-real-time battle system. A new feature is the ability to perform aerial combos, where an enemy is launched into the air and then pummeled in succession by all party members. The main character is a boy named Yuki who is obsessed with airplanes and wants to become a pilot. He's joined by Alfina (a medium trying to figure out why her brother Emellous turned evil) and even his own mother (a young woman named Miranda). Square Enix is known for pushing the limits of the PlayStation 2's graphics capabilities, and *Grandia III* raises the bar even higher, particularly with the incredible hand-animated cinematic cutscenes.



RUMBLE ROSES XX

Publisher: Konami

In Stores: 2006



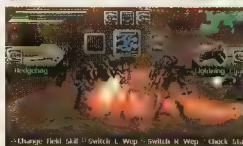
If you long for the days of leg warmers, hair bands and G.L.O.W., then you need serious help. But Konami can give you some assistance, at least with that last one. *Rumble Roses XX* brings girl grapplers to the Xbox 360 as the follow-up to 2004's PlayStation 2 fete. You'll find more than 20 ladies who are ready to step into the ring, each with multiple costumes and their own signature moves. And if playing this one by yourself just isn't satisfying, you can go online and compete with plenty of other people who just want to be female wrestlers, just like you!



BOUNTY HOUNDS

Publisher: Namco

In Stores: February



Leaning hard on the fast-forward button, *Bounty Hounds* launches you hundreds of years into the future, where terraforming other planets is the norm. Now that humans are roaming around the universe like they own the place, battles with extraterrestrial intelligence are inevitable, and massive showdowns over planets are threatening to impede the colonization process. Mercenaries called Bounty Hounds are hired to sweep through planets and get rid of anything that might get

in the way of rolling in the Astroturf. Playing as Maximilian, the leader of the Bounty Hounds, you get more than 500 types of weapons/armor, usually dual-wielding for maximum carnage.



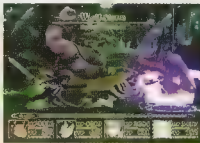
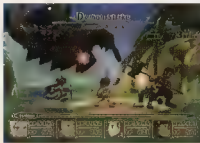
TALES OF LEGENDIA

Publisher: Namco

In Stores: February

The anime characters in *Tales of Legendia* were created by Kazuto Nakazawa, who is famous for creating the anime scene in the movie *Kill Bill: Vol. 1*. Night owls who tune in to the Adult Swim bracket on Cartoon Network can also see his work on the show *Samurai Champloo*. *Tales of Legendia* is a classic role-playing game with a twist: Battles are fought just like fighting games, using the same technology from Namco's *Soul Calibur* series. Players can even throw enemies for the first time. There are even

more cutscenes than there were in *Tales of Symphonia*, and the random skits in the game are voiced for the first time.





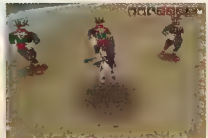
METAL SAGA

Publisher: Atlus

In Stores: 2nd Quarter 2006

Metal Saga depicts a not-too-distant future world where mankind has created a gigantic supercomputer named Noah to fix the pollution problem on Earth. In typical supercomputer fashion, Noah decides that the best solution to this problem is the eradication of the human race, and creates weapons and monsters to serve this purpose, causing an event called the Great Destruction. As humans slowly rebuild society from the rubble, people called "hunters" start to fight back against Noah's forces using tanks, the only

human weapons that are still working. This unique RPG puts you in the role of a young man just starting out as a hunter; there are more than 800 events/quests in the game, and vehicles are customizable down to their weapons, engines and armor.



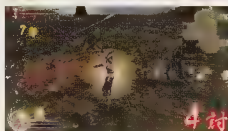
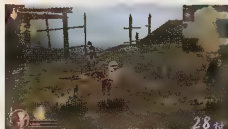
SAMURAI WARRIORS: STATE OF WAR

Publisher: Koei

In Stores: February

SAMURAI WARRIORS State of War

Nobody does feudal Japan quite like Koei, and with *Samurai Warriors: State of War* as well as *Dynasty Warriors* out for the PSP, it's easier than ever to unleash your inner samurai any time, any place. Legendary historical figures like Nobunaga Oda (revolutionary), Yukimura Sanada (soldier) and Hattori Hanzo (ninja) show up in the game, which contains 19 warriors and tons of new stories. The "Battlefield Area System" divides each battlefield into chunks, making it convenient for pick-up-and-play action. There's also a Bodyguard System where you can choose from 200 bodyguards to fight beside you; they'll raise your stats or cause other effects, almost like equipping a weapon.



FINAL FIGHT: STREETWISE

Publisher: Capcom

In Stores: January

Also On: PS2

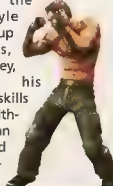
The Metro City of the original *Final Fight* arcade game is no longer a brightly-colored urban wonderland where Andre the Giant clones frolic and



FINAL FIGHT Streetwise

the streets are littered with delicious, life-giving turkey legs. In this gritty 3-D remake, street brawler Kyle Travers fights thugs and performs side missions for friendly streetwalkers as he attempts to locate his missing brother, Cody. Free to explore the city, Kyle can pick up weapons, earn money, upgrade his fighting skills

and learn plenty of new curse words—even without the violent action, this game would earn an "M" rating from its language alone! Developed by Capcom's Production Studio 8, the team behind the *Maximo* series.



STEAMBOT CHRONICLES

Publisher: Atlus

In Stores: 2nd Quarter 2006



This bizarre role-playing game is a non-linear adventure where your main character can engage in a variety of different activities, from earning his keep as a musician to farming or being a Trotmobile arena fighter. Trotmobiles are bipedal vehicles that can easily traverse any type of terrain and can be adapted for industrial, agricultural and commercial use. Vanilla Beans, the protagonist, wakes up on a sunny beach with a girl named Connie standing over him, without knowing how he got there. His adventures include meeting the Garland Globetrotters (Connie's band) and a bunch of criminals called the Killer Elephant gang. And that's just in the beginning of the game. *Steambot Chronicles* should be a refreshing change for gamers tired of traditional RPGs.





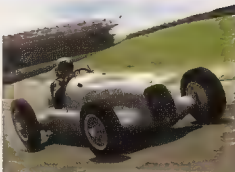
TOCA RACE DRIVER 3

Publisher: Codemasters

In Stores: February

Also On: Xbox

If *Gran Turismo* and *Project Gotham* are the only racing games you know, then you've been missing out on some of the finest driving sims in video-game history, courtesy of Codemasters and its TOCA series. *Race Driver 3* features the latest ver-



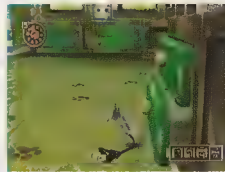
sion of the damage engine that the series is known for; every part of every car has a weight factor and aerodynamic effect that influences performance, and you'll see and feel the difference as pieces of your vehicle are worn, crumpled and sheared off during a race. Experience 35 racing styles, 70 vehicles, 98 track variations, 116 championships, new online modes and much more.



CHIBI-ROBO

Publisher: Nintendo

In Stores: February



Chibi-Robo is a tiny robot. Just three inches tall, he basically exists to clean up after his family and make others happy by completing certain tasks around the house. As he makes his rounds, he must help by picking up trash, scrubbing stains off of floors and cleaning up rubbish in hidden locations. In addition to his maintenance engineering responsibilities, certain toys in the house will require his help to find specific objects or other toys, or even defend toys and areas by battling robotic enemy Spydor. Chibi-Robo can earn a variety of upgrades along the way; blaster upgrades allow him to take down baddies and costumes allow him to talk to other toys and perform tasks for them.



CURIOUS GEORGE

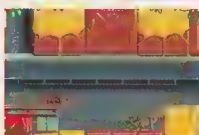
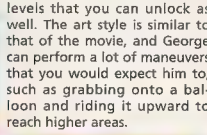
Publisher: Namco

In Stores: February

Based on the upcoming film, the Game Boy Advance version of *Curious George* is being developed by Torus Games. It features 14 different levels of vine-swinging, jumping and hanging action, and George must solve puzzles and collect items along the way. Replayability plays a big part in *Curious George*; there are different routes that you can take through each stage, including timed routes, and there are several bonus



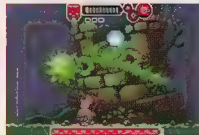
levels that you can unlock as well. The art style is similar to that of the movie, and George can perform a lot of maneuvers that you would expect him to, such as grabbing onto a balloon and riding it upward to reach higher areas.



DRILL DOZER

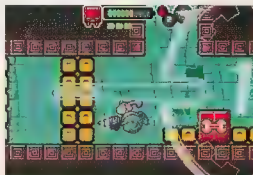
Publisher: Nintendo

In Stores: February



Developed by Game Freak (of *Pokémon* fame), *Drill Dozer* is a traditional side-scrolling action/platform game. As an experienced Drill Dozer robot operator, you'll explore six large areas, each with multiple stages, in an effort to hunt down and

defeat the vile Skuller gang and reclaim your stolen red diamond. Almost everything in your path is destructible; your Drill Dozer can rip through rooms, chairs, walls and even enemies as you progress through the game. Along the way you will be able to collect Chips that you can use to purchase gear for your Dozer, including drill bit upgrades and equipment that allows your Dozer to operate underwater or even fly.





Upcoming Games

All Release Dates Subject to Change

JANUARY

Age of Empires: The Age of Kings (Majesco) DS
College Hoops 2K6 (2K Sports) 360
Dragon Ball GT: Transformation 2 (Atari) GBA
Drakengard II (Square Enix) PS2
Electroplankton (Nintendo) DS
Final Fight: Streetwise (Capcom) PS2 XB
Guilty Gear: Dust Strikers (Majesco) DS
Guilty Gear: Judgment (Majesco) PSP
Hummer (Global Star) PS2
Lost Odyssey (Microsoft) 360
MotoGP 4 (Namco) PS2
Painkiller (Dreamcatcher) XB
PQ: Practical Intelligence Quotient (D3) PSP
River King: A Wonderful Journey (Natsume) PS2
Sandlot Basketball (Vivendi Universal) PS2 XB
Sandlot Hockey (Vivendi Universal) PS2 XB
Tokyo Extreme Racing Drift (Cave) PS2
Top Spin 2 (2K Sports) 360 DS GBA
True Swing Golf (Nintendo) DS
Viewtiful Joe: Red Hot Rumble (Capcom) PSP
West Coast Choppers (2K Games) PS2 XB
Wild Arms 4 (Xseed) PS2
Ys: The Ark of Napishtim (Konami) PSP
Yu-Gi-Oh! GX: Duel Academy (Konami) GBA

FEBRUARY

24: The Game (2K Games) PS2
25 to Life (Eidos) PS2 XB
50-Cent: Bulletproof (Vivendi Universal) PSP
Advent Shadow (Majesco) PSP
And 1 StreetBall (Ubisoft) PS2 XB
Ape Escape Academy (Sony) PSP
Arena Football (EA Sports) XB
Black (EA) PS2 XB
Bounty Hounds (Namco) PSP
Chibi Robo (Nintendo) GC
Curious George (Namco) PS2 XB GC DS GBA
Daxter (Sony) PSP
Def Jam: Fight for NY (EA) PSP
Drill Dozer (Nintendo) GBA
EyeToy: Chat (Sony) PS2
Field Commander (Sony) PSP
Frame City Killer (Namco) 360
Free Running (Eidos) PSP
Full Auto (Sega) 360
Grandia III (Square Enix) PS2
Greg Hastings' Tournament Paintball MAX'd (Activision) PS2 GC PSP
History Channel: American Civil War (Activision) PS2 XB
Jaws Unleashed (Majesco) PS2 XB
Juka and the Monophonic Menace (Orbital) GBA
The King of Fighters: NeoWave (SNK) PS2 XB
Mega Man Anniversary Collection (Capcom) GBA
Mortal Kombat: Deception Unchained (Midway) PSP
M5 Saga: A New Dawn (Bandai) PS2
Neopets PetPet Adventures: The Wand of Wishing (Sony) PSP
Phantasy Star Universe (Sega) PS2
Resonance (Xpact) XB
Richard Burns Rally (Ignition) XB
The Rub Rabbitts! (Sega) DS
Saint's Row (THQ) 360
Samurai Warriors: State of War (Koei) PSP
Sandlot Baseball (Vivendi Universal) XB
Scurge: Hive (Orbital) DS GBA
Snow (2K Games) XB
SpongeBob SquarePants: The Yellow Avenger (THQ) PSP
Stargate SG-1: The Alliance (Namco) XB
Street Fighter Alpha 3 MAX (Capcom) PSP
Super Princess Peach (Nintendo) DS
Suikoden V (Konami) PS2
Tales of Legendia (Namco) PS2
Tamsagotchi Connection: Corner Shop (Bandai) DS
Teen Titans (Majesco) PS2
TOCA Race Driver 2 (Codemasters) PSP
TOCA Race Driver 3 (Codemasters) PS2 XB
Tom Clancy's Ghost Recon: Advanced Warfighter (Ubisoft) PS2 XB GC 360
Ultimate Brain Games (Telegames) DS
Ultimate Card Games (Telegames) DS

Untold Legends: The Warrior's Code (Sony) PSP
W.I.T.C.H. (Disney) GBA
Winback 2: Project Poseidon (Koei) PS2 XB
World Soccer Winning Eleven 9 (Konami) PS2 XB PSP

MARCH

Bad Day L.A. (Enlight) XB
Beatmania (Konami) PS2
Blazing Angels: Squadrons of WWII (Ubisoft) XB
Boktai (Konami) DS
Burnout: Revenge (EA) 360
Commandos: Strike Force (Eidos) PS2 XB
The Darkness (Majesco) 360
Def Jam (EA) 360
Demonik (Majesco) 360
Dirge of Cerberus: Final Fantasy VII (Square Enix) PS2
Fight Night (EA) 360
From Russia With Love (EA) PSP
Full Spectrum Warrior: Ten Hammers (THQ) PS2 XB
Gears of War (Microsoft) 360
The Godfather (EA) PS2 XB 360 PSP
Hitman: Blood Money (Eidos) PS2 XB
Kingdom Hearts II (Square Enix) PS2
Metroid Prime: Hunters (Nintendo) DS
MVP 06 NCAA Baseball (EA Sports) PS2 XB
MX vs. ATV Unleashed (THQ) PSP
NFL Head Coach (EA Sports) PS2 XB
Odama (Nintendo) GC
Okami (Capcom) PS2
Onimusha: Dawn of Dreams (Capcom) PS2
Prey (2K Games) 360
Scarface: The World is Yours (Vivendi Universal) PS2 XB
Shadow Hearts: From the New World (Xseed) PS2
Super Monkey Ball: Touch and Roll (Sega) DS
Tales of Phantasia (Nintendo) GBA
Test Drive: Unlimited (Atari) 360
TimeShift (Atari) XB
Tom Clancy's Splinter Cell 4 (Ubisoft) PS2 XB GC 360
Tomb Raider: Legend (Eidos) PS2 XB 360
Ultimate Pocket Games (Telegames) GBA
World Poker Tour (2K Sports) PSP

POSSIBLE IN 2006

Ace Combat Zero: The Belkan War (Namco) PS2
Battlestations: Midway (THQ) PS2
Black & White Creatures (Majesco) PS2 PSP
Bully (Rockstar) PS2 XB
Cabbage Patch Kids (D3) GBA
Chronoshadows (Sega) 360
Cowboy Bebop (Bandai) PS2
Crisis Core: Final Fantasy VII (Square Enix) PS2
Dance Factory (Codemasters) PS2
Dead Rising (Capcom) 360
Fatal Inertia (Koei) PS3
Fear & Respect (Midway) 360 PS3
Final Fantasy III (Nintendo) DS
Final Fantasy V (Nintendo) GBA
Final Fantasy VI (Nintendo) GBA
Final Fantasy XII (Square Enix) PS2
Front Mission Online (Square Enix) PS2
Gran Turismo (Sony) PSP
Halo 3 (Microsoft) 360
The Legend of Zelda: Twilight Princess (Nintendo) GC
Mega Man: Maverick Hunter X (Capcom) PSP
Mega Man: Powered Up (Capcom) PSP
Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
Metal Saga (Atlus) PS2
Naruto (D3) GC GBA
New Super Mario Bros. (Nintendo) DS
Pac-Man World Rally (Namco) PS2 XB GC PSP
Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) XB
Resident Evil: Deadly Silence (Capcom) DS
Rumble Roses XX (Konami) 360
Sonic Riders (Sega) PS2 XB GC
Sonic the Hedgehog (Sega) 360 PSP
Spy Hunter: Nowhere to Run (Midway) PS2 XB
Starcraft: Ghost (Vivendi Universal) PS2 XB GC
Steambot Chronicles (Atlus) PS2
Superman Returns (EA) PS2 XB GC 360 DS PSP
Too Human (Microsoft) 360



READER MAIL

If you send us a letter,
Earl will deliver it to us.



TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

HALO 2 INSIDE AND OUT

I got an Xbox about three months ago, and *Halo 2* is pretty much the only game I play anymore. I am a HUGE fan of your *Halo 2 Insider* column, but I missed the first four issues and I have a suggestion for you: Have an edition of *Tips & Tricks* that includes all the issues of the *Halo 2 Insider*.

—Jason Laicha
Victor, NY

That would be a pretty thin magazine, as we are only up to Vol. 13 of the Halo 2 Insider column and the total number of pages would only be about 30. We'll see how long we can keep it going, though. Thanks for the idea.

CHOCOLATE-POWERED PLAYSTATION

I have been getting your magazine for almost five years now, and it is a great mag. The reason I'm sending this letter is because I have seen you put lots of odd stuff in your mag. Which is cool, so I'm sending this picture of my home-made battery pack for my PS one. This is not a joke; this thing really works. I can play my PS one anytime, anywhere...and the best part is that it did not cost much to make.

—Chris Hunt
Shanks, WV



That is indeed odd. Wait, is that a Whitman's Sampler box? What the heck did you put inside? Is it safe?

EXTRA CREDIT

I am writing this letter because your magazine rocks. The teacher said to write to our overall favorite magazine,

so I picked you guys, *TIPS & TRICKS*, the best video-game magazine on the planet!!!!!! I want to compliment you on your awesome work. Your magazine is well organized, with great articles and awesome strategy guides. I was wondering if you could add a *San Andreas Chronicle* for the Xbox, because all I own is an Xbox and a GameCube. I'd be real grateful if you did. Thanks again.

—Jesus Gutierrez
Willcox, AZ

P.S. My teacher said I would get extra credit if you publish my letter or respond. Please publish my letter!!!!!! Your magazine is awesome!!!!!!

Man, take it easy with the exclamation points; you're gonna put somebody's eye out with those.

Regarding your request: With the exception of the various cheat codes, all of the information in the Chronicle applies to both the PS2 and the Xbox versions of Grand Theft Auto: San Andreas. That's what the little green tab on the side of the page means...you know, the one that says "XBOX" on it?

Please tell your teacher that your classmate Alex Ubiarco deserves extra credit too, as he sent us a similar letter...with 24 exclamation points in it.

NOT READY FOR PS3

Can I put a PS one memory card into a PS2 system? And if so, can I save games with it?

—Victor Clark
Long Lane, MO

Yes, you can put an original PlayStation memory card into your PS2, but you can only use it for PS one game saves; your PS2 games will not recognize it. You do know that you can play PS one games on the PS2, right?

UNLOCKING THE GATES

I have a complaint. I own *Madden NFL 06*, so I looked in *TIPS & TRICKS* for the cheat codes. My favorite team is the San Diego Chargers, so—not surprisingly—I was looking for the codes that unlocked cards for my favorite Charger players. I unlocked the LaDainian Tomlinson and Drew Brees cards easily without any sort of problems. Then I entered a code to unlock the Antonio Gates card and a message appeared: "Please enter valid code." So I re-entered the code and the same message appeared! I looked at the

other codes and I noticed that all the rest had three numbers and three letters of the alphabet. The Antonio Gates code "W2K3K" is missing one number. I would really appreciate it if you guys could figure out the right code and reprint it. Thank you for taking your time to read my letter and thanks to Earl for delivering it. *TIPS & TRICKS* rules!

—Devin I. Simpson
Banning, CA

Sorry about that, Devin; the correct code should be "W2K3K" for all three consoles. Our apologies to Charger fans everywhere.

RUINEDSCAPE

There is a fun online game that I would like to see become a console game. The name of the game is *Runescape*. I am not allowed to play it on the computer anymore because it supposedly caused a virus. (It wasn't the game.) I know I would have to get, like, the whole country to sign a petition to make this happen, but it is still worth a try. If you sent copies of this letter to major video-game developers (Microsoft, Nintendo, Sony...preferably Nintendo), I would be eternally grateful. And if it doesn't become a console game, then maybe I'll make the game myself when I get older.

—Skyler Redd
Radcliff, KY

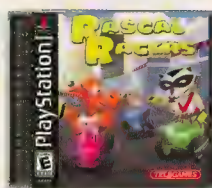
TOKEN OF THE MONTH



This month's token comes from The Pirate's Den in Fargo, North Dakota. It was sent in by Patrick Douglas of Dilworth, Minnesota. Thanks, Patrick!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



What do these PlayStation games have in common? (Hint: It's not just the cheat codes.)

Well, here's your letter. We know that there are folks from all of the major game publishers who read *Tips & Tricks*, so your voice will be heard. Good luck!

THE CHEATING MIRACLE

In the Reader Mail section of issue #121, you mentioned that there was one time when you guys figured out the cheat codes for some game by "looking at the back of the box." I've gotta call baloney on this, unless the cheat codes were printed on the box itself. Are you ever gonna tell us the story of how this happened?

—Alex Thornton
Stamford, CT

Sure, enough time has passed for us to spill the beans.

Back in 2003 we were looking for opportunities to beef up our PlayStation *Tips* section, so we went out shopping for some cheap \$10 games that we could add to our game library so we could check 'em for cheat codes. One of the games was called *ATV Racers*, and when we brought it into the office, we handed it to our editor in chief, Chris B., for him to peruse. He looked at the game, flipped it over and looked at the back, then handed it back to us and said, "Go to the Options menu and put in Left, Right, L1, R2, R1, L2, Square, Circle; see if that unlocks all the characters." We thought he was kidding; the game was still factory sealed! Sure enough, when we broke the shrinkwrap and loaded the game, the code worked...and he knew of another code to unlock all of the cups and courses.

How did he do it? We'll let him explain: "I was looking for codes for a PlayStation game called *XS Airboat Racing*, and when I found them, I realized that they were exactly the same as the cheat codes for another PS one game called *Miracle Space Race*. What's more, I noticed that the two games were almost identical, except for the fact that the vehicles in one game were boats and the other one had spaceships. When I saw the screen shots on the back of the *ATV Racers* box, I could tell right away that it was yet another repackaging of the same game, this time with all-terrain vehicles. So I knew the codes would

work...but we tested them anyway, just to make sure. Believe it or not, there was actually a fourth game (*Rascal Racers*) that used the exact same "engine" and had the exact same cheat codes! I've got to hand it to the developer, *Miracle Designs*; they managed to get the same game released four times...and by three different publishers!"

There you have it: another *Tips & Tricks* myth, busted.

FUTURE TIPS & TRICKS EDITOR WRITES

I am 11 years old and I have made an amazing discovery. I found out what my dream job was: working at *Tips & Tricks*. I have been into T&T since I read my very first issue (July 2004). I wrote to find out how to apply, and to tell you that in ten years or so, I will not care if I have to work every day of the year. I would be doing at work what I would be doing on my free time. You...I am not sure what to call you, I guess I will say "people." You people are my heroes. And is it just me, or is there a big biscuit in the Mystery Codes section? My friend said that it was a thing called Captain Biscuit and that he created *Tips & Tricks*. Is that the truth, or was he joking? Because that would be really cool—a biscuit creating the USA's best magazine.

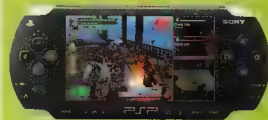
—Shane Webber Lowe
Tulsa, OK

If you're interested in working at *Tips & Tricks*, just send us a résumé and tell us about your qualifications. Unfortunately, we usually don't have any positions open; as you can imagine, people seem to like working here and they tend to stick around. You'll also need to be a bit older before we can consider hiring you; if you can afford it, we suggest that you plan on going to college while you're waiting for an opportunity.

That guy with the mask and cape in the Mystery Codes section is actually our mascot. We thought his name was Cheat Biscuit, but he may have been promoted to Captain at some point; we'll have to find out if we should be saluting when we pass him in the hallway. And no, he didn't create *Tips & Tricks*; it was the other way around, silly.

Thanks for your letter; we appreciate the compliments.

A WINNER IS YOU



Congratulations to Karch E. Lockerby of Great Falls, Montana, the winner of a brand-new Sony PSP system in our Summer Survey 2005 drawing (see issue #126). Big thanks to our friends at Sony for providing the prize.

AN APOLOGY

The following sentence appeared on the cover of the December 2005 issue of *Tips & Tricks* (#130): "Which Game Soundtracks Are the Most Valuable?" Unfortunately, there was no information inside the magazine that answered this question; it actually referred to the *Collector's Closet* column about collecting game soundtracks which appeared in the November 2005 issue. *Tips & Tricks* regrets the error. If you bought the December issue thinking that you were going to find out about valuable game soundtracks (and you had every right to think that), we hope that you weren't too disappointed. There was an awful lot of useful and interesting information in that issue, and we're confident that it was worth the six bucks you paid for it, even without the "game soundtracks" article. We had a bunch of cheat codes for games like *The Warriors* and *X-Men Legends II*, stuff that hadn't yet appeared on the Internet, although it's probably up there by now. Have you checked out *X-Men Legends II* yet? It's awesome; Iron Man is in it. Actually, if there is somebody out there who bought the December issue just because of that one coverline, we'd love to hear from you, as you have excellent taste and we'd like to know how we can attract more discerning readers like you...that is, aside from using sleazy tactics like mentioning stuff on the cover that's not actually in the magazine. That's not to say that we did it on purpose, you know? 'Cause we didn't. OK, we'll shut up now.

Gaming Gear

hardware
peripherals
accessories



● In honor of the 20th anniversary of the Nintendo Entertainment System, Nintendo is releasing a limited-edition Game Boy Micro modeled after the original Japanese version of the NES, the Family Computer (a.k.a. Famicom). The unit itself is a maroon color and includes a gold faceplate similar to those of the stock Famicom controllers. Also inside is a coupon which can knock \$10 off of the price of select first-party Nintendo Game Boy Advance games. The 20th Anniversary Edition Game Boy Micro is available now for \$99.99.



At \$24.99, NubyTech's Shadow the Hedgehog controller is a must for any serious Sonic collector. Officially licensed by Sega, the Shadow controller features a smaller, more compact controller design and each piece is adorned with slick customized artwork designed exclusively by Sega for NubyTech. A special "Mode" button will also allow Shadow to perform a specific in-game task without pressing other buttons. Look for the Shadow Controller in stores now.

New from Sena Cases is the Sony PlayStation Portable Case (MSRP: \$44.99). Made from top-quality leather, the PSP Case has room for two UMD discs and even space for business or credit cards. The magnetic leather flap folds down and protects the PSP's screen when not in use, and the case is flexible enough to allow access to the UMD drive while still in place. You won't have to worry about taking your PSP out of the case to play; the custom-fitting case has openings for the D-pad, analog stick, buttons, speakers and even the headphone and charger jacks. The PSP Case is available in blue, black, red and metallic gray colors.



Bundled with the Guitar Hero game by Red Octane (MSRP: \$69.99), the Guitar Hero controller resembles an actual Gibson SG guitar. The controller is similar to that of Konami's Guitar Freaks game, except there are five buttons on the neck as well as a functional whammy bar. The unit is also available for \$39.99 as a standalone controller (in case you want to pick up an extra for some multiplayer action), or you can purchase the Guitar Hero Multiplayer Bundle which comes with the game and two controllers for \$109.98.



● JOYTECH'S Xbox 360 Control Center (MSRP: \$99.99) is the perfect peripheral for connecting all

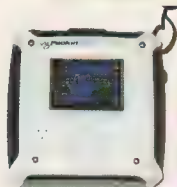
of your game systems to your TV. Four separate A/V devices can be connected to the Control Center, which will accept HDTV component, S-video and composite video signals along with both digital and stereo audio signals. A five-port 10/100 Ethernet hub is also included in case you have multiple systems using Ethernet cables. Channel switching is done via remote control and the characters on the backlit LCD screen rotate automatically to allow for vertical or horizontal use.

JOYTECH's advanced signal technology also ensures a strong signal at all times by regulating the output channel and adjusting for weak signals.



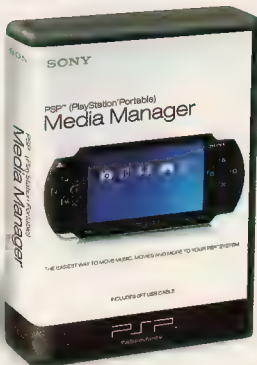


We've covered JAKKS Pacific's "Plug It In & Play" Spider-Man TV Games controller in Gaming Gear before, but the company recently upped the stakes with this Super GameKey Combo Pack. It's a modified version of the original Spidey controller, with a GameKey cartridge slot added so you can upgrade it by adding bonus games with GameKey cartridges. The combo pack comes with one GameKey that adds two bonus games featuring Doctor Octopus and the Black Cat. New GameKeys are expected to be released for this and other JAKKS Pacific TV Games controllers; look for them to be sold separately.



Performance Designed Products' new VG Pocket game systems offer a variety of built-in games that you can play on the units' high-resolution TFT screens. There are three different versions available: The VG Pocket Mini (MSRP: \$19.99) contains 30 games and features a 1.5-inch screen, the VG Pocket (\$29.99) has 50 games with a 2-inch screen and the VG Pocket Max (\$39.99) boasts 75 built-in games and a 2.5-inch screen. The games resemble 8-bit console games in terms of graphical quality and musicsounds, and each unit includes an RCA A/V cable, which allows you to hook it up to your TV and play on the big screen.

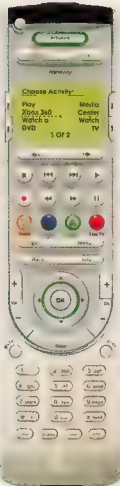
The official Sony PSP Media Manager is the ultimate tool for transferring files back and forth between your PSP and your PC. Video, pictures, PSP-formatted publications, game saves, audio files and anything else that you can put on your PSP can easily be dragged, dropped, transferred and even backed up using Sony's intuitive software. One of the most impressive features is the ability to encode video on-the-fly; simply choose a bitrate for the video and Sony's high-quality video encoding software does the rest. The PSP Media Manager can be purchased online for \$19.95 via Sony's Web site, or look for a boxed copy in stores for \$29.95, which includes a six-foot USB transfer cable and five free songs.



Tired of sore thumbs from hours of excessive gaming with your PS2, Xbox or GameCube? Pick up some GelTabz: these nifty little thumb pads fit on top of your controller's analog sticks to help protect both your thumbs and the top of the analog sticks from any unnecessary damage. GelTabz provide excellent grip to ensure that your thumbs never accidentally slip off of the analog sticks and the soft rubber makes the sticks much more comfortable to the touch. GelTabz come in a variety of colors including green, blue and purple to match your Xbox, Xbox 360, PS2 and GameCube systems, and are available now for \$5.99 per pack.



At \$129.99, the Logitech Harmony is the ultimate remote for controlling both your Xbox 360 and all of your home entertainment system components. With the touch of one button, you can turn on your Xbox 360, TV, speakers, stereo system or other components, and it automatically sets up all of the designated inputs for each device. The Harmony is set up for the Xbox 360 right out of the box, and setting up the remote for additional components is easy: simply connect your remote to your computer via USB, install the software on your PC or Mac and answer a few questions to get things going. The Harmony Remote supports over 2,500 equipment manufacturers and works with over 75,000 different devices, including TVs, VCRs, DVD players and DVRs.



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

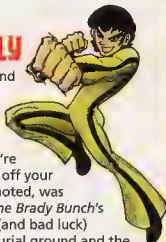
So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

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Here's the story... OF A KUNG-FU FAMILY

Perhaps the weirdest game you'll find in some time is Mobilis' *Brady Bunch Kung Fu*. The title blends the characters of the cheesy TV show with a classic fighting-game structure. The story has it that you're a member of the Brady clan, fresh off your family's trip to Hawaii (which, it's noted, was the premise of Episodes 73-75 in *The Brady Bunch's* 1972-3 season). While the ancient (and bad luck) Tabu Tiki has been returned to a burial ground and the family has returned home, it seems that the curse of the idol still plagues the family. Building fiction on fiction, the game surmises that the family members—oh, and let's not forget Alice the housekeeper—now have martial arts skills. The one who can make it past all the others will end up being able to save the family.



As with many one-on-one beat-'em-up games, you're offered a Story mode and a Battle mode. The story leads you through this troubling tale after you pick one of the characters—from the six kids, Alice or Morn; patriarch Mike Brady is off the hook for this—and take on each of the remaining members, one by one. Battle mode offers three subests: Vs. (against a foe of your choice), Survival (see how long you can last in a series of best-of-three fights) and Time Attack (see how long you can survive in a fixed amount of time). Moves include jump, crouch, fast attack and slow attack, and it leaves you to discover combos. When you consider the strides taken by console fighting games, *Brady Bunch Kung Fu* certainly pales in comparison, but it's good for some quick combat on your handset. The game is already available.



Asphalt: Urban GT 2

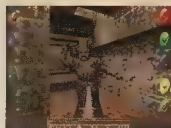
Gameloft has been working hard to create a worthy sequel to the hard-driving *Asphalt: Urban GT*. The new mobile game—not surprisingly named *Asphalt: Urban GT 2*—boosts the visual quality to new levels with pseudo 3-D (enhanced 2-D on some devices), and full 3-D on advanced handsets. The results are sharp, which in turn spices up the racing action. In fact, it looks like this game is trying to be more along the lines of *Burnout* than



Need for Speed, as there are rewards for wiping out your opponents in some cases and for major jumps off the roadway. Racing venues include the streets of major cities, and the car customization is off the hook, with hundreds of modifications offered. *Asphalt 2* also offers a tie-in with the gorgeous Pussycat Dolls, who grace the menu screens.

Gameloft has also licensed 2005 puzzlers *Lumines* and *Meteos*—both created at Japan's Q Entertainment—for conversion to mobile handsets. *Lumines* has been one of the PSP's sleeper hits with its tight mix of gameplay and music, while *Meteos* offered a Tetris-ish puzzle game with, oddly enough, a detailed storyline to give players motivation. The two games are expected to be released in the first quarter of 2006.

A Little Quake in Your Hand



Pulse Interactive has worked a deal with id Software to release a version of the original *Quake* for certain mobile devices. (The list of compatible phones is limited mainly because of the game's size, which Pulse says is about 35MB).

Adapted from the publicly available source code, the version also features some upgrades, so it plays better in handheld form—including an aiming system that helps the player put the cursor on the intended target. The game is also modular, so it will accept any mod or map that's been created for *Quake*. Pulse claims to have tested 75% of the existing mods and found that they work fine. In fact, Pulse is expecting to offer expansion packs to the game by the end of 2005.

Work is being done to support multiplayer in the future (mobile-to-mobile only, not crossing the boundary between PC and mobile) for up to eight players.



Currently, the game comes bundled on Samsung's Nexus and can be played on LG's VX360. Also, at press time the publisher was in discussions with Dell in hopes of sealing a deal that would bundle *Quake* with the Axim PDA, but the game is available as a purchase through handango.com for certain Axim models. Additionally, Pulse is looking at other embedded partnerships to expand the game's availability, so keep your eyes open for this one and you may be able to take *Quake* with you wherever you go.

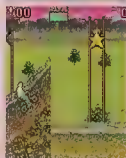
BMX Trick Bike Cheat Codes

Flarb—the developer of *BMX Trick Bike*—sent along some codes which you can enter to give you bonuses. Each of the following codes can be entered at the main menu:

1, 3, 9, 7—Unlock a fourth bike

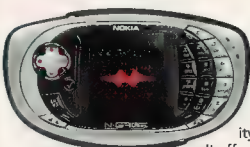
7, 1, 3, 9—Unlock Survival mode

3, 9, 7, 1—Unlock Raw mode (no power-ups)



N-GAGE NEWS

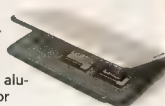
Nokia recently invited *TIPS & TRICKS* to a press event in Barcelona, Spain, where we got to check out some upcoming N-Gage products as well as a taste of what's to come in the future for the system.



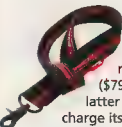
While there were no major announcements regarding a new, dedicated N-Gage unit, the Finnish mobile giant indicated that it will integrate N-Gage compatibility in future "smartphones."

It offered a glimpse at how such a handset might appear, though the company was careful to say that it's only a mock-up, not an actual unit in production. In the meantime, Nokia has rolled out a new version of the N-Gage QD, which is only cosmetically different in that its face is ringed in silver, which brightens up the whole appearance.

The presentation also included details on Nokia's line of N-Gage-specific accessories. The basic items include a form-fitting N-Gage carrying case (\$19.99),



carrying cases for game cards (a six-card aluminum version goes for \$14.99, while a four-card plastic case will be \$9.99) and a sturdy "key strap" (\$6.99). We were also shown some higher-end offerings. The first was a clip-on speaker (\$19.99) that plugs into the top of the N-Gage and gives direct sound output and amplification. We also saw an MMC-card "expander" (\$17.99) that takes the place of the N-Gage's battery cover and enables you to have two game cards connected to your N-Gage at once, so you can switch between them at will. Finally, two dual headsets were shown: a wired model (\$19.99) with a remote volume control, and a Bluetooth set (\$79.99) with a detachable second earpiece. The latter unit uses the same N-Gage AC adapter to charge its batteries. All of these items are available now through Nokia's store at www.n-gage.com.



On the game software front, Nokia showed a handful of new and forthcoming titles. Perhaps the one that the company is most excited about...well, it's called *One*. The detailed 3-D fighting game gives you incredible variety in creating a customized character—Nokia claims there are millions of combinations of face/body alterations, clothing and accessories. Once you get your fighter's look down, it's time to work out with battles in one of 14 different locations, such as Jamaica, Los Angeles and New York. Solo games against computer-controlled brawlers are great for learning the moves, but the real challenge will be to go head-to-head with another N-Gage user via Bluetooth. N-Gage Arena also offers rankings of those players who connect, so you know where you stand among the world's combatants. *One* has already been released to stores.



As noted previously, Gameloft has a new version of *Asphalt: Urban GT* for mobile devices—and that includes a just-released N-Gage-compatible take. The graphics are vivid and the action is frantic, as you motor at high speed through the streets of such cities as Los Angeles, New York, Paris and San Francisco. The selection of vehicles is vast—including Hummer, Infiniti and Mercedes Benz, as well as Ducati and Triumph motorcycles—with tons of other unlockables, such as new cities and car classes. Bluetooth is supported for multiplayer action, with head-to-head options in Cop Chase and up to four racers in the other game-play modes. And, yes, the Pussycat Dolls are here, too.



indicates that, unlike most strategy games, it's designed to be easy for casual gamers to play, and it features short games that are perfect for quick sessions, such as during a lunch break or bus ride. Single-player mode offers more than 25 missions (as well as a detailed tutorial), but the replayability comes from multiplayer action that supports up to four competitors via "hot seat" (pass around a single N-Gage), Bluetooth or over N-Gage Arena.



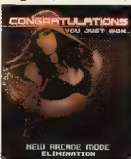
The World War II-based *Pathways to Glory* was a solid start, but for the sequel, entitled *Pathways to Glory: Ikusa Islands*, Nokia wanted to take the turn-based strategy franchise to new levels. *Ikusa Islands* takes the game from the streets and battlefields



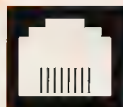
of Europe to the islands of the Pacific, and with that offers improved graphics and artificial intelligence to make the game both more attractive and more competitive. New voice acting (with what Nokia claims is "spontaneous dialogue" based on the situation) and a rich soundtrack add to the feel of being in battle—or maybe in a movie about being in battle. Perhaps the biggest boost is that the multiplayer options have also been enhanced, with game-play for up to six soldiers via "hot seat," Bluetooth or over N-Gage Arena. The game is currently available.



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ONLINE GAMER

**Vol.
17**

Get Connected to the World of Online Console Gaming

NINTENDO DS GOES ONLINE



On November 3rd and 4th, Nintendo held its winter Gamers Summit showcasing all of the company's upcoming GameCube, DS and Game Boy Advance titles. In addition to allowing us hands-on time with the games, one of the biggest announcements was Nintendo's creation of a free online gaming

network for the DS. Nintendo has signed an agreement with Wayport, a leading provider of both wired and Wi-Fi high-speed Internet access, to install wireless networks in nearly 6,000 McDonald's restaurants across the United States. What does this mean? Anyone with a DS can go to a McDonald's (or any other location with a wireless hotspot) and play their online-enabled DS games for free.

For those with no McDonald's restaurants in their immediate vicinity or without a wireless Internet connection at home, Nintendo also offers the Wi-Fi USB Connector. Available only via Nintendo's online store, the Wi-Fi USB Connector acts as a wireless access point for your DS. Getting the DS to work with your Internet connection is painless and easy; simply plug the device into any USB port on a PC with Windows XP, install the software and answer a few questions to get started. The USB Connector then converts your home computer's high-speed Internet connection to a wireless signal that you can use with your DS.

Along with the Wayport agreement, Nintendo also announced the launch of the NintendoWi-Fi.com Web site, which acts as the main hub for all things involving wireless online gaming and Nintendo. The site is extremely all-encompassing; there are separate sections for specific games, a real-time status screen that shows you whether or not the service is up and running, global stat and high score tracking and even a tech support section. The latter area gives solutions to common connection problems and walks you through the process of connecting your DS to the online network. There are also reader forums and even a hotspot locator, which shows you specific locations in your neighborhood where you can go to freely access Nintendo's online network if you are unable to play online at home

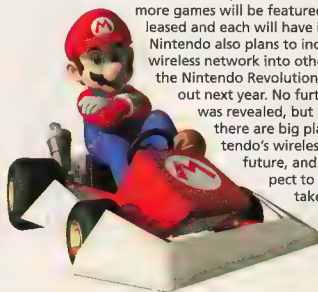
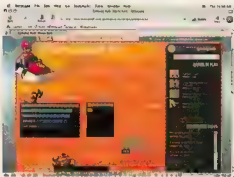
Accessing the *Mario Kart DS* homepage leads you to specific game stats, such as the top five *Mario Kart DS* players, the top five cities with the most *Mario Kart DS* players, players' custom kart icons and even a graph showing the number of people playing *Mario Kart DS* during the day versus those playing at night. If you choose, you can also register on the site and view your

own personal online gaming data, such as how often you have played over the last two weeks and which games you have played online with your DS.

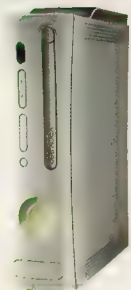
Nintendo really wanted to create a fun online gaming experience with the DS, so it has added a bunch of unique online features for each game. Take *Mario Kart DS* as an example. Not only can you race others online, but you can trade Ghost Data with your friends through your DS. Remember when you busted out that crazy time in *Frappe Snowland*? Simply start up the game and send your Ghost to your friends so they can race against it, or download some of their Ghosts and try to beat their best times. With *Tony Hawk's American Sk8land*, players can do more than just skate against each other online; they can create custom graffiti tags and skateboard art designs, then share them with other players through their DS. *Animal Crossing: Wild World* allows up to three friends to visit your custom town and interact with you, or you have the option of visiting a friend's town and interacting with them in-game. *Metroid Prime Hunters* (due out first quarter '06) even has an auto-matching system, where you can choose to play against other players who are a match for your skill-wise.

Although only two games were up and running at press time on the DS online network (*Mario Kart* and *Tony Hawk*), more games will be featured as they get released and each will have its own section. Nintendo also plans to incorporate its wireless network into other systems—like the Nintendo Revolution, which is due out next year. No further information was revealed, but it's clear that there are big plans for Nintendo's wireless network in the future, and we can only expect to see more games take advantage of this in the upcoming months.

—Geoff Arnold



XBOX 360 LIVE

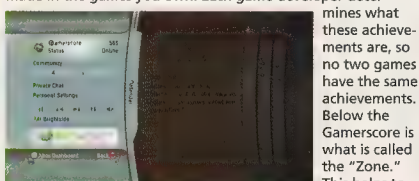


Microsoft's new Xbox 360 console launched on November 22 with two tiers of online offerings. The first is a free standard service called a Silver Membership; it includes access to your friends list, voice chat and the *Xbox Live Marketplace*. However, if you want to play games online, then you will have to purchase the second tier, called a Gold Membership. This branch of service costs about the same as the current *Xbox Live* subscription, and you can even use the same Gamertag (account) for both the Xbox and the Xbox 360.

This means that you won't have to pay separate fees to access the Internet on both systems.

When you go to the *Xbox Live* "pane" on the Xbox 360, you will immediately notice the familiar *Xbox Live* logo as well as the Messages and Friends options. What's new is the "Gamertag," a small box that displays your Gamertag, the thumbnail logo of your choice and some information about your gaming prowess. At the top is a "Rep" meter where you are scored in a scale of one to five stars. This reflects the feedback that other *Xbox Live* users have submitted about you, whether good or bad. Needless to say, you probably don't want to play with someone that has a rep of one star (unless you're a rude jerk yourself). Underneath the Gamertag you can enter a short "motto" to further personalize your display.

Under the rep meter is a Gamerscore meter displaying in numbers that shows how many "achievements" you have made in the games you own. Each game developer determines what these achievements are, so no two games have the same achievements. Below the Gamerscore is what is called the "Zone."



tell people at a quick glance what kind of gamer you are. The available options are: recreation, pro, family and underground. These tags are pretty self-explanatory.

One of the major additions to *Xbox Live* on the 360 is the *Xbox Live Marketplace*. Choosing this tab takes you to a menu with several options. The first of which is Game Downloads, where you can download additional game content such as levels, weapons, vehicles and more! Even though no games have been released for the new system, there are already content downloads for *Amped 3*, *Call of Duty 2*, *Quake 4* and optional iPod support. That's right—you can download music from your iPod straight to the Xbox 360 hard drive. Someone must have slipped that option in while Bill Gates was sleeping.



Underneath the Game Downloads tab is the Membership tab where you can upgrade your membership from Silver to Gold and transfer subscriptions from your Xbox to your Xbox 360.

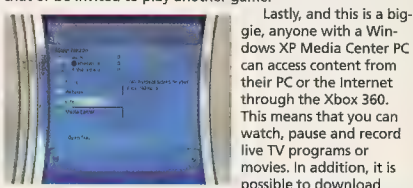
Below that is the Demos and Trailers area where you can view demos and trailers of future games. Unfortunately, there were none to be seen at press time.

Next in line is the Themes and Gamer Pictures section. This is where you can download game themes, pictures and screensavers. You might not notice it at first, but these downloads require a fee. Every one has a set number of points beside it that are spent when they are purchased. These points are easily (and hesitantly) obtained by charging them to your credit card. I am sure that there will be plenty of additional digital content in the future that will also require a fee. I sure hope that we, as consumers, will not be nickel-and-dimed to death. People could easily be put off from buying the system if they have to pay for every little thing that was previously offered for free.

Below that is the Download History section showing all of the files that you have downloaded to your unit. Beside that is the Featured Downloads section that shows the "download of the day" or whatever the Microsoft marketing team is currently pushing.

If you're in the mood for a quick gaming session or are just a casual gamer at heart, then *Xbox Live Arcade* is for you. In this section, you can download old-school games, puzzle games, and lots of other casual content both new and classic. My guess is that some of these will also require a small fee.

Even if you are playing a single-player game, with the Xbox 360 you are still always online. This means that every game can be paused and you can chat with online friends, receive friend requests and even invite someone to an online competition. Now there's no need to stop your current gaming session in order to find out if a friend is online, use voice chat or be invited to play another game.



Lastly, and this is a biggie, anyone with a Windows XP Media Center PC can access content from their PC or the Internet through the Xbox 360. This means that you can watch, pause and record live TV programs or movies. In addition, it is possible to download movies and music from the Internet to the Xbox 360 hard drive as well as content from your PC to the 360. I foresee this type of symbiotic relationship as being the future of digital entertainment, where every piece of digital equipment you own will work seamlessly with others.

If you are still stuck with a dial-up connection for the Internet, or don't have an Internet connection at all, there is no better time to acquire a Cable, DSL or (dare I say it) T1 connection. *Xbox Live* is still limited to high-speed ISPs, which is a good thing because it enhances performance while avoiding information bottlenecks. Let's face it—your virtual vice deserves the best online service, and *Xbox Live* for the 360 (combined with a fast Internet connection) is currently the superior choice for console gamers.

—Jeb Haught

Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by Josh Engel

Vol. 63

NCAA Football 06: Race for the Heisman Part 4

For the past three installments of the *Sports Desk*, I've been following the career of Warrick Moon, a quarterback at Florida State who I created in the "Race for the Heisman" mode in *NCAA Football 06*. While he has developed into a solid field general, Warrick hasn't really made much of a push for the Heisman. Will he be able to snag college football's highest honor in his final chance? Read on and find out!

Junior Season Stats

200-314, 3,550 yards, 40 TD, 14 INT

Freshman Season Stats

204-328, 3,558 yards, 37 TD, 10 INT

Sophomore Season Stats

184-335, 3,037 yards, 28 TD, 13 INT



the Seminoles; he was voted the team's offensive captain, he was #2 on the preseason Heisman watch and FSU was ranked #3 in the preseason poll.

This was Warrick's final chance at college football's Holy Grail, so it was time to stop messing around. In his senior season, I decided I would play every game on the schedule (unlike the first three seasons in which I only played against ranked opponents and in bowl games). This way, I'd have nobody to blame but myself if Warrick didn't take home the trophy.

Things seemed to be falling into place for that final magical season, as Warrick's overall rating was maxed out at 99. Here's a look at his ratings before the beginning of each of his four seasons:

Ratings	Freshman	Sophomore	Junior	Senior
Overall	82	90	94	99
Awareness	62	78	82	91
Throw Power	92	93	93	94
Throw Accuracy	91	94	97	99
Stamina	80	82	84	85
Injury	80	80	82	82

As you can see, Warrick had developed into a top-notch quarterback. So all that was left to do was go out on the field and prove it—and hopefully win a trophy or two in the process.

A bye in 2008's Week 1 gave Warrick and Florida State an extra week of practice to get ready for their season opener at #19 Georgia. And that bonus week really paid off, as Moon passed for 364

yards, going 14-28 with three TDs and one INT in a 44-15 thumping of the Bulldogs. Warrick wasn't just effective with his arm, though; he also used his legs to score on a one-yard plunge, giving him four total TDs on the day. Junior wide receiver #1 also had a huge game, catching two passes for 103 yards and two TDs and also scoring on two punt returns. With the impressive win, the Seminoles moved up to #2 in the nation.

But if the Week 2 win was impressive, Week 3's performance was downright insane. FSU beat a hapless—and helpless—Colorado squad by a final score of 77-0. This was a huge game for Warrick, as he threw for 443 yards and seven TDs. It was also a big game for HB #25, who had eight rushes for an unbelievable 238 yards and three TDs. He also caught four balls for 53 yards and two more scores, giving him five TDs for the game! His performance in this game moved him into the fifth spot in the early-season Heisman Watch, with our man Warrick sitting in the number two position. Ironically, the name (or in this case, number) at the top of the Heisman Watch leader board was none other than WR #1 from Florida State, who wouldn't even be in consideration if it wasn't for the man throwing him the ball, Warrick Moon. This taught me a valuable lesson: In the Race for the Heisman, if you don't distribute the ball evenly, you'll risk somebody bypassing your guy for the Heisman! Of course, it's hard not to throw the ball to your best receiver—who also happens to be deadly on punt returns.



It was a case of "another week, another ho-hum victory" for the Seminoles in Week 4, as they welcomed Boston College with open arms and proceeded to destroy them, 59-7. Warrick was solid, going 17 of 35 (six drops) for 379 yards, six TDs and one INT. Not to be outdone, #25 ran eight times for 141 yards and a TD, and #1 had four catches for 130 yards and four TDs. It was clear that I was playing myself right into a three-man race for the Heisman, but I wasn't about to change my ways, since Warrick was having a stellar season up to this point.

With a 56-14 shellacking of #19 Virginia Tech in Week 5, I started to have aspirations of a rare double: Heisman Trophy and a National Championship in the same season. It was definitely on the right track for the Heisman, but it was just a matter of who would actually win the thing. In the V-Tech game, Moon was 15-25 for 329 yards and four TDs to go along with a rushing TD. Hanging right with Warrick was #25, who rushed for 199 yards and two TDs, and #1, who had eight receptions for 170 yards and three more TDs. Florida State had secured its position as the #2-ranked team in the nation, and my three studs were the leaders in the Heisman Watch.

Week 6 was an important game for two reasons: First, a 59-14 win over the ramblin' wreck of Georgia Tech gave the 'Noles a 5-0 record. Second, Warrick broke the all-time record for touchdown passes in a career, throwing six in this game to bring his total to 134, breaking the previous record of 129. It was also a huge game for #25, who racked up 238 more yards and two TDs.



When a team starts a season with several wins in a row, talk of a perfect season is sure to be the #1 topic of discussion, which only helps to build more pressure on the team doing all the winning. And that's exactly what happened to FSU in Week 7 versus a winless Wake Forest team. On a cold, wet day, Moon struggled to find his rhythm, throwing for just 157 yards with one TD and one INT. The good news was that Florida State was still the better team and held on for a 28-0 victory. While a 28-point win is always nice, it was a little bit disconcerting for a team that was averaging nearly 60 points a game over the first five games to only put up 28 against a team that had yet to taste the spoils of victory.



was money, going 12-21 for 225 yards and three TDs, and he also added another rushing TD to his total. With the impressive victory, FSU leapt forward over Michigan to become the #1 team in the nation. But the glory was short-lived, as the Seminoles had a bye in Week 9 and slipped back into the #2 spot before their next game.

Things didn't get any easier for the Seminoles in Week 10, as they had to travel to face the #5 team in the nation, Maryland. And FSU finally started to look human, as they struggled a bit in a 31-13 win. Warrick didn't miss a beat after the bye week, completing 14 of 23 passes for 398 yards and three TDs. FSU's other Heisman hopefuls also bounced back strong from the bye week: HB #25 rushed 13 times for 161 and a TD, and WR #1 caught five balls for 218 yards and a TD. Also getting into the mix was WR Leon Rice, who had three receptions for 134 yards.

With an 8-0 record and a #2 national ranking, FSU was looking good. But things almost fell apart in Week 11 at North Carolina State, where the Wolfpack hung tough against FSU through three quarters. With the game tied at 21 early in the 4th, Warrick took over, throwing two TD passes to you-know-who to seal the win and help FSU get one step closer to a national title. Moon ended up throwing for 331 yards, four TDs and one INT, while his Heisman competition (HB #25) ran for 177 and a TD and (WR #1) caught six balls for 146 yards and two TDs. It was becoming a very interesting race for the Heisman, as WR #1 refused to let go of the #1 ranking in the Heisman Watch, followed closely by Warrick and HB #25.



After several games in which the team "struggled," FSU was poised to put the hurt on an unsuspecting opponent. And that opponent happened to be Clemson in Week 12. This was one of the most lopsided games in recent memory, as the 'Noles defense held Clemson to six yards of total offense and didn't allow a single first down in a 73-0 win for Florida State. Moon had a career day—23-38, 563 yards, six TDs, one INT—and was voted the NCAA Player of the Week. Obviously, Warrick's receivers weren't too shabby either, as three of them had at least five catches, and each ended up with over 100 yards receiving on the day.



leading the Seminoles to a 63-37 thrashing. WR #1 only caught two passes in this one, but those two catches went for 124 yards and two TDs. Leon Rice—who was voted ACC Player of the Week—grabbed seven balls for an astonishing 326 yards and three TDs.

It's possible that the Seminoles were looking past the Demon Deacons, because they knew the #6-ranked team in the country (and hated rival) Miami was waiting for them in Week 8. But it was business as usual for Moon and FSU, as they embarrassed the Hurricanes on their home field, 52-22. Warrick

Having gone undefeated in their conference schedule, FSU was headed back to the ACC Championship game for the second straight year. And against the #6-ranked Hurricanes of Miami, no less, in a rematch of Week 8. Even though this one was much closer, in the end it was too much FSU offense as the Seminoles won, 45-30. This one was very much in doubt for three quarters, as Miami led 24-14 going into the 4th. But FSU really came alive in the final five minutes, scoring 21 unanswered points—and 31 total—to wrap up the ACC Championship. Moon threw for 353 yards and a pair of TDs, HB #25 ran for 129 yards and two TDs and WR #1 caught six passes for 240 yards and one touchdown.

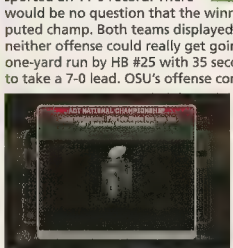
With a 12-0 record and the #2 ranking in the nation, there was no doubt that the Seminoles would be headed back to Miami to play in the Orange Bowl for the National Championship. What was in doubt was who was going to win the Heisman Trophy. After four long years,



would all of Warrick's hard work pay off? It actually came down to a race between two teams: Florida State (three finalists) and Miami (two finalists). The tension was high at the Heisman presentation, as everyone seemed to think it was either going to be Moon or WR #1 taking home the

hardware. As it turned out, FSU did have a Heisman winner on its roster, but it wasn't Warrick Moon. WR #1, after amassing more than 2,600 all-purpose yards and scoring 27 TDs on the season, was declared the 2008 Heisman Trophy winner.

Despite the disappointment of not winning the coveted Heisman, Warrick's work wasn't done. He still had a National Championship game to win against #1-ranked Ohio State. This was a matchup of unbeaten, as the Seminoles came in at 12-0 and the Buckeyes sported an 11-0 record. There would be no question that the winner of this game was the undisputed champ. Both teams displayed plenty of jitters early on, as neither offense could really get going. But FSU struck first, on a one-yard run by HB #25 with 35 seconds to go in the first quarter, to take a 7-0 lead. OSU's offense continued to struggle in the second quarter, turning the ball over twice, which lead to two more FSU touchdowns and a 21-0 halftime lead. And that was all the Seminoles needed, as Ohio State couldn't shake the cobwebs, although they did make a last-ditch effort to get back into it with a late touchdown. But time wasn't



on the Buckeyes' side, and Florida State emerged with a 21-9 victory and the school's first national title since 1999.

So even though he wasn't the best college player in the country, Warrick was still a member of the best college team in the country. And his career stats—including the career record for TD passes—rank him among the best quarterbacks to have ever played the game.

Senior Season Stats

182-344, 4,521 yards, 52 TD, 16 INT

Career Highlights

770-1321, 14,666 yards, 157 TD, 53 INT, eight rushing TD
2005: Freshman All-American
2005 1st Team All-ACC
2008 1st Team All-ACC
2008 1st Team All-American
2008 Best QB
Four Bowl appearances, four Bowl wins
2008 National Championship

日本 JAPAN REPORT!

by Anatole Brown

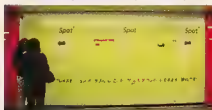
PSP GAMES GET CHEAPER

The first wave of "PSP the Best" games has hit store shelves in Japan. The yellow-tagged PSP games are the first big sellers for the PSP since its launch in 2004. With regular PSP games retailing for 5,040 yen (about \$42), the new bargain price of 2,800 yen (about \$24) is also inviting for import gamers, especially since PSP games are region-free. 13 titles have been given the "PSP the Best" tag in Japan, including *Need for Speed: Underground Rivals* and *Lumines*. Some of these games still have yet to see a North American release, including *PoPoLoCrois Monogatari*, *Tales of Eternia* and *Dokodemo Issho*. We should be seeing a few PSP games getting the "Greatest Hits" price reduction here sometime in the spring.

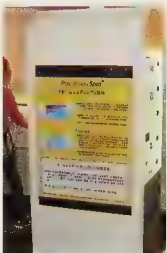


PlayStation Spot

Make sure you take your PSP when visiting the Sony Building in Ginza. Sony set up a Wi-Fi tower called "PlayStation Spot," a place where people



can download and sample a few games using the PSP's Game Sharing function. Currently the games include *Rockman Rockman* (a new *Mega Man* game), *Portable Resort*, *Metal Gear Acid 2*, *LocoRoco*, *Piposaru Academy 2* (a new *Ape Escape* game) and *Byte Hell 2000*. Several "PlayStation Spot" towers are expected to go up in various electronic stores and game shops in Japan over the next few months. "PlayStation Spot" vans have also been parked on the roads of Tokyo and Osaka. Just stand right next to the van and download some PSP demos right on the street! Japanese PSP owners should also keep an eye out for "PlayStation Spot" posters in train stations; these posters are also Wi-Fi "hot-spots" where you can sample games!

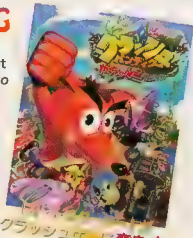


CRASH BUMPER CAR RACING

For a limited time in Tokyo's Toshimaen Amusement Park, the bumper car ride will be injected with plenty of Crash Bandicoot attitude. To celebrate the release of *Crash Bandicoot: Gachanko*



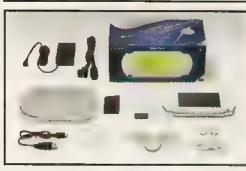
World (Crash Tag Team Racing in the U.S.), Vivendi Universal decked out the cars with Crash characters and will have the big orange guy around for photo ops. Riders will also get special Crash Bandicoot goods. Get ready for long lines!



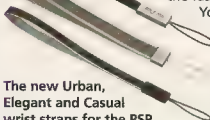
PSP GIGA PACK AND STRAPS

Sony released a new PSP bundle in Japan called the Giga Pack, which includes a 1GB Memory Stick Pro Duo.

Gamers who purchase the Giga Pack will have a choice of either the original Black PSP model or the recently-released Ceramic White version. A few extras have also been thrown in that are not included the original PSP Value Pack, like the PSP USB cable and a clear PSP



stand. The Giga Pack is available for 31,290 yen (about \$265), which is about 5,000 yen (about \$43) more than the Value Pack. Also new is a fresh line of PSP wrist straps for the fashion-conscious gamer.



The new Urban, Elegant and Casual wrist straps for the PSP

Line with the plain black plastic plate for 1,050 yen (about \$9). Neck Strap versions of the Urban and Elegant Line are also available.

SATIN SILVER PS2

Sony released a Satin Silver slim-line PS2 in Japan just in time for the holidays. A matching Satin Silver Memory Card is also available. A similar



Silver slim-line PS2 was also released in the European territories last May. The price of the Satin Silver has been designated as "Open Price," meaning that Japanese retailers are free to determine the cost with no official MSRP

being set. We assume it will be almost the same price as the regular black PS2. No word yet on whether color-blind Americans will get to enjoy a new color from Sony.



Import Spotlight

Talkman

Talkman (which probably takes its name from Sony's other classic product, the Walkman) is a PSP game that translates various languages for you. Not really a game, *Talkman* is a tool that is meant to break the language barrier between people. With the help of a blue bird named Max, *Talkman* translates between English, Japanese, Korean and Chinese. For example, when a Japanese person approaches an English-speaking person, you can have Max start the conversation with, "My name is Max! My friend here doesn't speak your language very well, so I'm here to help." With a small microphone attached to the top of the PSP, you can speak simple Japanese phrases into *Talkman*, and Max will blurt out the same phrase in English! Of course, *Talkman* can also go from English to Japanese. Although *Talkman* is focused on the Japanese market, its functions are clearly universal. It includes a mini-game of sorts that gives you language tests, like fluency and pronunciation, which can actually be quite humorous with friends. *Talkman's* tag line is "Talking Global with PSP" and we hope that Sony releases an American version with European languages as well. *Talkman* is available in Japan for 5,800 yen (about \$50).

Talkman TV Commercial

To illustrate the handy translation functions of *Talkman*, Sony has been running several funny TV commercials in Japan. Even with a translation tool, cultures will always inevitably collide. Here we see *Talkman* being used for a Japanese-to-English translation situation.



Smooth man:
"Aaaaal Oogorimassuu"



Blonde woman: "A blonde girl."



Slides it right across the bar...



...and misses."



Talkman: "Let me buy you a drink!"



Talkman: "Are you free tonight?"

XBOX 360 LOUNGE OPENS

The mysterious building on Aoyamadori Avenue finally opened to the public (see *Japan Report*, November '05). The Xbox 360 Lounge is hard to miss in the trendy Aoyama shopping district, with its giant green "Ring of Light" logo and huge floor-to-ceiling windows. Inside, a giant Xbox 360 logo rips through the ceiling, immediately catching the attention of anyone who walks in. The Xbox 360 Lounge is basically a



café/bar where you can order drinks and food while playing a few 360 demos. On the day of the opening, six Xbox 360 kiosks were set up with the following games: *Ridge Racer 6*, *Ninety-Nine Nights*, *Kameo: Elements of Power*, *Wrestle Kingdom*, *Dynasty Warriors 5 Special* and *Everybody*. If you're quick, you can seat yourself in front of the 42-inch widescreen HD monitor fully loaded with surround sound. All around the lounge you can

find display cases with custom 360 faceplates de-

signed by various artists and companies, including a *War of the Worlds* faceplate promoting Steven Spielberg's latest movie. Also available for purchase are various Xbox 360 promotional

goods. The lounge was opened with a big opening ceremony splash, featuring local celebrities and some of the biggest names in game development including Hideo Kojima (*Metal Gear Solid*), Yuji Naka (*Sonic the Hedgehog*), Keiji Inafune (*Mega Man, Onimusha*), Yoshiaki Okamoto (*Street Fighter II*) and more!



Hideo Kojima

Yuji Naka

Keiji Inafune

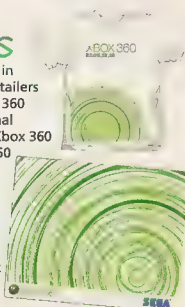
Yoshiaki Okamoto



XBOX 360 LOGO GOODS

With the Xbox 360 launching in Japan, several online game retailers are sweetening up their Xbox 360 bundles with a few promotional goods. Tsutaya is offering an Xbox 360 Tumbler Mug with the Xbox 360 logo if you buy any one of the launch games. Sega Direct,

which will also be selling Xbox 360 consoles, offers a cool Xbox 360 T-shirt showing the launch date in Japan ("2005.12.10") for people who buy the console. If you buy an Xbox 360 game from Sega Direct, then you will get a special mouse pad. Some of these goods are also available at the Xbox 360 Lounge.



FINAL FANTASY

WORLD

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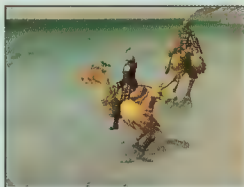
by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



NEW FINAL FANTASY XI 360 SCREENS!

During Microsoft's recent X05 summit in Canada, some additional screen shots of *Final Fantasy XI* for the Xbox 360 were revealed. Only two of them were brand new, while the others were being recycled from as early as the 2005 Electronic Entertainment Expo in May. The new screens show chocobos and Ifrit up close and personal.



FINAL FANTASY XII Update

New Kid on the Block: Akitoshi Kawazu



Akitoshi Kawazu is the brainchild behind the *SaGa* series of role-playing games; the most recent installment is *Romancing SaGa* for the PS2. Mr. Kawazu replaced Yasumi Matsuno as the executive producer for *Final Fantasy XII* after Mr. Matsuno stepped aside, citing medical reasons, although he's still involved as a supervisor. I was

lucky enough to meet with Mr. Kawazu for a brief demo of *Final Fantasy XII*. This is the U.S. version of the demo that was shown at the Square Enix Party 2005 in Japan, the one that was to be bundled with *Dragon Quest VIII*. The demo consisted of two parts, featuring a beach area and a subterranean shrine.

Back to Basics

Final Fantasy XII is meant to appeal to both hardcore and mainstream gamers, with a lot of "hand-holding" gameplay for newbies. For example, targeting lines with different colors show which character is attacking which enemy. On top of that, all the enemy's stats and weaknesses are shown. This is even true when you fight bosses (at least in this demo). Instead of the typical everlasting fight where you get "?????" for the boss's hit points, there was an actual HP meter. When I asked Mr. Kawazu if he had trouble working on such a mainstream-friendly game when his past history involves the rather niche and difficult (and let's face it, downright weird) *SaGa* series, he replied, "I just separate the two in my mind. I've been aware of *Final Fantasy XII*'s development since the very beginning, so even though I'm only stepping into a key role now, I've been watching the game's progress all along."

Final Fantasy XII Tactics

Battle: The party in both parts of the demo consisted of three members, with one party leader. You could change the leader by pressing at an angle on the D-pad. The other party members acted independently, while you issued commands to the leader. The battle system was actually very similar to that of *Final Fantasy XI*; once you chose the attack command, the character would continuously attack until you issued a new command or the enemy was defeated. It also had a similar evade feature, where you could try to stay out of the enemy's attack range, but the enemy would attack you if you got too close.



Unfortunately, you couldn't change weapons in the demo, but I was told that you would see equipment changes reflected in the character animation when the game was complete.



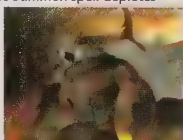
her Gambit meter filled up, she automatically healed anyone who needed it.

Summon: Although only Vaan and Ashe were able to use summons during the demo, it appears that all characters will be able to use them in the full version of the game. When you select "Summon," a sub-menu with the title "Rank 1 Espers" comes up, and nested within that is another sub-



menu with the name of the Esper and its level. The term Espers is an interesting reference to *Final Fantasy VI* (or *Final Fantasy III*, depending on your point of view), and the implication that there will be different levels (ranks) of them is also intriguing. Using the Summon spell depletes

your magic meter completely, and causes your other party members to disappear. Meanwhile, your Esper will run around and wreak havoc on its own, and might perform a phenomenal attack complete with the over-the-top animations that have come to be associated with *Final Fantasy* summons over the years.



Chain: Occasionally, the words "Chain 1" or "Chain 2" would flash above the battle menu in the lower right corner. Mr. Kawazu explained that this means you've defeated the same type of enemy multiple times. Do this enough times and you start to gain an advantage in the number of points you accumulate, such as experience points, and possibly some other points (skill? job?) that were not elaborated on.



Final Fantasy XII Demo: The Phon Coast and The Stilshrine of Miriam

1. The Phon Coast (Wait Mode)

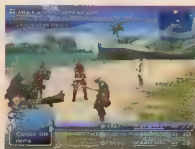
Characters: Penelo, Basch, Vaan

Stage Objective: Defeat the Rockeater!

Call the Rockeater: Defeat three sleipnirs.

Hint: Sleipnirs hate mandragoras! Make your approach when they're distracted fighting each other.

Sleipnirs are four-legged beasts that resemble seahorses. As my party made its way down the sunny coastline, we could see them in the background, fighting with mandragoras. The mandragoras did not attack us, and in fact completely ignored us until I accidentally attacked one (purely a *Final Fantasy XI* reflex) and it lost its little temper. Once three sleipnirs were slain, the Rockeater revealed itself to be a gigantic carnivorous dinosaur that strongly resembled a Tyrannosaurus Rex; it reminded me of the dinosaur found in *Final Fantasy VIII*'s Balamb School training grounds.



2. The Stilshrine of Miriam (Active Mode)

Characters: Fran, Balthier, Ashe

Stage Objective: Defeat the Ring Wyrml

Finding the Ring Wyrml: An adamantoise holds the Dragon Key. Win it and pass beyond the ancient gates!

Hint: The adamantoise can be found lurking in a dead-end corridor.

In the shrine, the dark dungeon environment and the character designs were strongly reminiscent of *Vagrant Story*, a well-regarded role-playing game for the PlayStation that was created by Yasumi Matsuno. It seems that even though he stepped down in his leadership role, his vision and influence on *Final Fantasy XII* remain intact. Those of you concerned that Mr. Kawazu's infamous willingness to try experimental gameplay (most notoriously in *UNLIMITED SaGa*) might negatively impact *Final Fantasy XII* can rest easy. Inside the dungeon, there were bomb enemies and headless soldiers, as well as the adamantoise mini-boss, which was basically a gigantic tortoise. We took the Dragon Key from the adamantoise and used it to unlock the lair of the Ring Wyrml. This boss was a dragon with large rings encircling its head, forelegs and tail.



3. Bonus Trailer

After you defeat both the Rockeater and the Ring Wyrml, you unlock a bonus trailer that reveals a bit more of the story behind *Final Fantasy XII*. Although I wasn't able to take stills from it, here are some of the highlights:

1. Bangaas (the lizard-like humanoids introduced in *Final Fantasy Tactics Advance*) move through an open-air marketplace.
2. Ashe says that if Balthier is a sky pirate, then he should steal her.
3. Balthier gives a speech where he tells other sky pirates to protect Dalmasca.
4. The Bangaas are talking and one of them says that they need Balthier alive.
5. Vaan is seen standing outside a cell, yelling at a prisoner (who looks like Basch) that it's all his fault for killing him. The "him" might refer to Reks, Vaan's brother.
6. We see someone (probably Ashe) place a wedding band into someone else's palm. The setting is dark and desolate and strongly suggests that the white-clad youth we've seen in Ashe's wedding ceremony screen shots is going to bite the big one, but that's just speculation on my part.
7. Balthier makes the comment that there's "no more nethicite" so it's no wonder they invaded.

The trailer concluded with a black screen that just had the words "Coming 2006." We already know it's slated for a March 16, 2006 release in Japan, but apparently it will be released during 2006 for all other regions as well (just later in the year...and how much later is anyone's guess).

FINAL FANTASY XI UPDATE

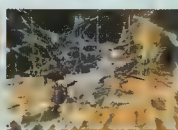
Brave New World: Treasures of Aht Urghan

The newest expansion *Treasures of Aht Urghan* continues *Final Fantasy XI*'s trend of inventing place names that are impossible to spell or pronounce. First there was Van'diel, then Al'Taieu, and now Aht Urghan—what's next, X'kzqjij-z'fmdhorf? I'll be sorely disappointed if we don't see a *Final Fantasy XI*-themed *Scrabble* game someday. No news yet on a release date, but check out some new screens below.



Blue Mage Group

Blue Mages will be added to *Final Fantasy XI* along with the *Treasures of the Aht Urghan* expansion. Official documents describe them as follows: "Employing the legendary arts of Aht Urghan, these formidable fighter-mages employ elegantly curved blades for close combat, while decimating their enemies from afar with fell magic mastered from their opponents."



The Vana'diel Collection

Final Fantasy fans who were slow to embrace the concept of online community gaming have a chance to play catch-up with *Final Fantasy XI: The Vana'diel Collection*, which includes both the *Rise of the Zilart* and the *Chains of Promathia* expansion packs. This PC exclusive comes in special gold foil packaging, includes a Vana'diel Buddy Pass (so another late-blooming friend can join you for up to 30 days of free adventuring) as well as an iTunes Collector's Card which can be used to download one song from the *Final Fantasy XI* soundtrack.



TIPS & TRICKS

COLLECTOR'S CLOSET

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

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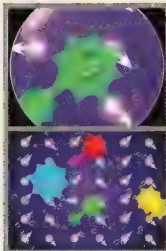
ELECTROPLANKTON™
Online Exclusive

Collector alert! Nintendo's new DS title *Electroplankton* will only be sold at ONE retail store in North America: the Nintendo World Store in New York. Fortunately, you can also buy a copy at any major online game retailer as well as Nintendo's own online store. But the fact that you can't walk into your local Toys 'R' Us or GameStop and buy the game in person suggests that its production numbers will be much lower than those of the typical DS game.

This isn't the first game to be released this way; the *Pokémon Box* GameCube disc was only available at the Nintendo World Store and through Nintendo.com. And if you're a Nintendo collector, you know that *Pokémon Box* has been sold out for some time; the only way to get a copy today is through eBay, where the package regularly earns high bids of \$100 and up. Fortunately, *Electroplankton* will be available at many more locations online, so it should be easy to get your hands on a copy...at least, for the time being.



There is one other similarity between *Pokémon Box* and *Electroplankton* that is worth pointing out, and it is this: Neither title can be accurately described as a "game." *Pokémon Box* is really more like a utility program (with a free memory card and GBA Link Cable). *Electroplankton*, depending on who you talk to, is either a musical instrument, a high-tech electronic plaything, a Zen meditation device or perhaps a combination of all three. It's a great deal of fun, but it is very abstract and unusual; we suspect that Nintendo chose to sell it exclusively online because it's almost too strange for the mainstream Wal-Mart audience. Those who go out of their way to seek it out online will be more likely to know what they're getting into.

GITAROO MAN:
BACK FOR A LIMITED ENGAGEMENT

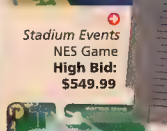
Released in very limited numbers back in 2002, Koei's *Gitaroo Man* has developed a cult following among PS2 owners who fell in love with its wacky character design and futuristic guitar histrionics. The game had been selling for close to \$100 in online auctions, so we were very surprised to see brand new copies suddenly reappear at retail stores in mid-November. We checked with a Koei representative who confirmed that the company had indeed ordered a second production run of *Gitaroo Man*...but the second batch was also relatively small, so if you've been looking to score a copy, you'd better be quick!

AUCTION
Action

Video-Game Goodies Sold
in Recent Online Auctions



Katamari Damacy Cell Phone Strap w/Prince Charm
High Bid: \$39.99



Stadium Events
NES Game
High Bid: \$549.99



Sonic Adventure E-102 Action Figure by Resaurus
High Bid: \$100.99

Final Fantasy Crystal Orb (1990 Nintendo Power Contest Prize)
High Bid: \$750.00



Game Fan Magazine Issue #1 (October 1992)
High Bid: \$41.00

COLLECTING GAME BOY

If you can put together a complete collection of games for Nintendo's original Game Boy system, then you'll automatically establish yourself as one of the most determined collectors in the history of video games. We don't know of anyone who has actually done it yet (although a few people are getting close).

What makes it so hard? First, the prices of older Game Boy games have never significantly decreased, because of the fact that Nintendo is still producing hardware that will play them. Nearly every other game system in history has eventually reached a point where you can buy games for it for just a few bucks each, but because the Game Boy is still supported, it's not uncommon to find major chains like EB Games still selling used black-and-white Game Boy games ("loose," i.e. with no boxes or instruction manuals) for \$10 or more.

Another factor seems to be the portability of the system and the small cartridge size. The general public seems to think of



older Game Boy games as being somewhat disposable...and of course, it's simply a lot easier to lose them.

Finally, if you're one of those perfectionists who likes to collect complete games in mint condition, you might as well give up now. All of the early black-and-white Game Boy titles came with sturdy plastic carrying cases, so very few people felt the need to keep the flimsy cardboard boxes that formed the outer packaging. The boxes that do still exist are very fre-

quently creased, ripped or musty-smelling; it can be a challenge just to get them to stand up straight and look nice on your shelf!

Of course, it's impossible for anybody to tell exactly how many copies of a specific game are still in circulation, nor to mention what condition they might be in. But certain Game Boy boxes are getting so hard to find that we're going to go out on a limb and make the following prediction: At some point in the future, it may become apparent that there is at least one Game Boy game for which *none* of the original boxes have survived. We hope we're wrong, but hey—if it can happen to silent movies, it can happen to video-game boxes. If you're holding a *Fastest Lap*, *Nail 'n Scale* or *Blaster Master Boy* box (to name a few), hang on to that sucker, even if the game inside is long gone!

Here's a list of the **Top 10 Hardest-to-Find Original Game Boy Games** (officially-licensed North American games only, in no particular order):



A-mazing Tater
Publisher: Atlus
Release Date:
February 1992



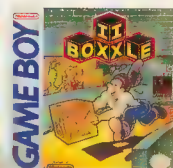
Knight Quest
Publisher: Taito
Release Date:
July 1992



WCW: The Main Event
Publisher: FCI
Release Date:
February 1994



Spud's Adventure
Publisher: Atlus
Release Date:
June 1991



Boxxle II
Publisher: FCI
Release Date:
June 1992



Fish Dude
Publisher: Sofel
Release Date:
April 1991



Pinball Fantasies
Publisher: Gametek
Release Date:
February 1995



F1 Pole Position
Publisher: Ubi Soft
Release Date:
December 1993



Great Greed
Publisher: Namco
Release Date:
April 1993

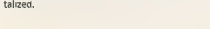


Mr. Do!
Publisher: Ocean
Release Date:
November 1992

We've got a lot more Game Boy stuff to look at, including imports, unlicensed games, peripherals and more; it'll probably take us a few months to get through it all. Next month: **The Top 10 Hardest-to-Find Game Boy Color Games.**

ABC to the VCS: 2nd Edition

If you collect games for the Atari 2600 system, you'll love the recently-published 2nd Edition of Leonard Herman's *ABC to the VCS*...especially if you play your Atari games regularly. Herman is a video-game historian and collector who started writing this encyclopedic reference book in 1981; it has evolved and expanded to the point where its 300-plus pages are filled with photos and/or descriptions of basically every known Atari VCS game, including "homebrew" games from hobbyist programmers and even yet-to-be-released games still in development. Over 700 games are featured, and the information is almost entirely fact-based: that is, instead of offering his personal opinion on each game, Herman delivers concisely detailed descriptions of the games' objectives and features. For more information, visit the book's publisher online at www.rolentapress.com.



MIDNIGHT CLUB 3: DUB EDITION

Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.

h a n p r a v—Unlock all cities in Arcade Mode. Additional Ordered Races, Circuit Races, additional Autocross and additional Track Races

c r o s s c r o y t i—Same as above

h e d r i p—Same as above

o n t h e r o a d—Vehicle takes no damage

h e p a r a g o—Increase car weight in Arcade Mode

h b m i r—Add \$1 to your total in Career Mode

r i m b u k—Subtract \$1 from your total in Career Mode

t r y t h e a d—The player has flaming head

g e t h e a d—Player has a giant yellow happy face for a head

g e t h e a d—Player has a pumpkin for a head

g e t h e a d—Player has rabbits ears

g e t h e a d—Player has brownman's head

g e t h e a d—Player has a skull for a head

h a y e o u s e n t h i s b o y—Player's body is chrome

MISTER MOSQUITO

Kaneko Mosquito

At the main menu, hold L1 and quickly press Right, Left, Down, \square , \square , R1, R1. If you're fast enough, you'll hear Kaneko's voice to confirm the code. The Kaneko Mosquito option will appear at the mosquito code selection screen.

Kenchi Mosquito

This code will not work unless you enter the Kaneko Mosquito code first. At the main menu, hold L2 and quickly press Right, Left, Down, \square , \square , R2, R2. If you're fast enough, you'll hear Kenich's voice to confirm the code. The Kenchi Mosquito option will appear at the mosquito code selection screen.

Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

MORTAL KOMBAT: SHAOLIN MONKS

Cheat Codes

Enter the following codes at the main menu (where it says "Single Player," "Ko-op" etc.) you'll hear a confirmation sound each time you enter a code correctly.

Unlock Scorpion in all game modes—Hold L2 and press \square , Up, L1, R1, Left, Right.

Unlock Sub-Zero in all game modes—Hold L2 and press \square , Down, Up, L1, L1, Up.

Unlock Mortal Kombat II at the Konert menu—Hold L2, press \square , Up, Down, Right, Left, R2, \square

MX RIDE

Unlock All Tracks

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press Δ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

MX SUPERLY

Unlock All Courses, Riders & Mini-Games

At the main menu, press Δ , hold L1 and press Left, then press Δ , Δ , hold L1 and press Right, hold R1 and press Down, hold R1 and press Right, then finally press SELECT. The controller will rumble immediately after entering the code correctly.

MX UNLEASHED

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats.

S U P E R C R O S S—Unlock Supercross tracks

E C O N A T I O N—Un-ck national tracks

S W A P P I N—Unlock "Pro Physics" option at the setup menu before a race

O U R T G O F A S T—Expert AI allows you to take the opponent difficultly down 1/10 at the setup menu before a race

S O U I R E L D O O—Unlock 500c Bikes

B I G D O G S—Unlock 500c Bikes

C L A P P E D O U S—Complete career (unlocks all tracks, machines and bikes)

MX VS. ATV UNLEASHED

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes

B R O K E A S A J O K E—Earn 1,000,000 points for use in the Store

T O D A L A Y—Unlock everything

NANO BREAKER

Secret Mini-Game

Enter the code any time during gameplay press Δ , Up, Down, Down, Left, Right, Left, \times (The code Up, Up, Down, Down, Left, Right, Left, Right, L3, R3 also works). You'll see the radar/map display change into a mini-game that's similar to Konami's Time Pilot arcade game.

NARC

Cheat Codes

Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.

Invincibility—R1, L1, R1, L1, R1, L1, \times

All drugs—R1, L1, R1, L1, R1, L1, L3

All guns—R1, L1, R1, L1, R1, L3

Show status—R1, L1, R1, L1, L3

Unlimited ammo—R1, L1, R1, L1, Left

Unlimited ammo—R1, L1, R1, L1, Down

NASCAR THUNDER 2004

Unlock Career Fantasy Drivers

Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "extra drivers" as the driver's name. Exit the Race menu and you will now be able to use all fantasy drivers.

Unlock All Driver Cameos

Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "seymore cameos" as the driver's name. Exit the "Features" menu and select the "FA Sports Events," then choose the "It's in the Game" video to view all of the cameos.

Unlock All Alternative Car Skins

Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "Albert Ternate" as the driver's name. Exit the "Features" menu and you will now be able to use all 75 extra paint schemes on your vehicle.

NBA 2K6

Cheat Codes

Enter the following codes by accessing the "Codes" option from the Features menu.

3 1 a n d o n l y—Unlock 2005-06 Pacers uniform

b a l l e r s—Unlock Celebrity Street option

2 k 6 p r o—Unlock 2K Sports team

n a b k 2 k 6—Unlock NBA 2K6 team

a n k b r e a k e r s—Unlock Nike Up Tempo Pro shoes

c h e a t—Unlock Nike Zoom Kobe 1 shoes

h e b r o n s m e r k i s—Unlock Nike Zoom 20-55 shoes

PowerBar Cheat Codes

Enter the following codes at the PowerBar vending machine inside the Crib:

l o c k d o w n—Unlock +10 Defensive Awareness cheat

g e t a c l u e—Unlock +10 Offensive Awareness cheat

n o i n g y—Unlock Max Durability cheat

r o n m a x—Unlock Unlimited Stamina cheat

O n a l i k e—Unlock PowerBar tattoo in the Create Player mode

c r i b a l i—Unlock all Items in the Crib

NBA LIVE 06

Cheat Passwords

Choose "My NBA Live" from the main menu, then select "NBA Codes." Enter any of the following codes to activate the desired item.

P S O F O P P J—Unlock Indiana Pacers 2005-06 Away Jersey

S D F 7 8 E W S H—Unlock Indiana Pacers 2005-06 Home jersey

D R I 2 3 C 2 4 9—Unlock #3 Garnett 3 shoe

2 5 8 H I Q W 9 5 4—Unlock black TMac 5 shoe

H G 5 8 3 R P 2 3 4—Unlock white TMac 5 shoe

J 2 3 C A F T V Y—Unlock #5 Carter III Le shoe

NASCAR FOOTBALL 06

Pennant Collection Codes

Unselect "My NASCAR" from the main menu, then choose "Pennant Collection." Press SELECT to bring up the keyboard interface and enter any of the following codes to unlock the corresponding pennant.

S C—#15 Baylor

Oske Wov—#63 Illinois

Thief—#160 Texas Tech

Undefeated—#190 St. Louis

Thanks—#200 St. Louis

For—#201 Bink

Rag—#202 Boing

Drills—#203 Brakes

With—#204 Butter fingers

Tiburon—#205 Crocket the Line

Ea Sports—#206 Cuffed

Invincibility—#207 Extra Credits

In the Zone—#208 Helium

Turnover—#209 Hurricane

Game-time—#210 Instant Freepay

Unleash—#211 Junkyard

Game-time—#212 Molasses

Break Free—#213 Nike Free

Hand Picked—#214 Nike Magnagnip

Unleash—#215 Nike Free

Light-Speed—#216 Nike Speed TD

Lights—#217 Pitch It

Going Down—#218 Protection

Elite—#219 QB Dub

Quickstart—#220 QB Rocket

Gridiron—#221 Stein Toe

Ncaa—#222 Stuffed

Unleash—#223 Super Doo

Football—#224 Trace Your Time

One—#225 Thrust & Needle

Offense—#226 Tough As Nails

Defense—#227 Thrift

Blitz—#228 Whore A-Hi

Sideline—#229 Kicker Hex

Fumble—#273 2004 All-Americans

Roll Tide—#274 AL-Alabama

Wooopoooo—#275 AL-Alabama

War Eagle—#277 AL-Auburn

Death Valley—#278 AL-Clemson

Glory—#279 AL-Colorado

Go Big Red—#280 AL-Colorado

Uprising—#281 AL-FSU

Hunker Down—#282 AL-Georgia

On Iowa—#283 AL-Iowa

Go V—#284 AL-Kansas State

Georgia Tigers—#285 AL-LSU

Raising Cain—#286 AL-Miami

Go Blue—#287 AL-Michigan

Hail State—#288 AL-Mississippi State

Go Big Red—#289 AL-Nebraska

Rah Rah—#290 AL-North Carolina

Golden Dome—#291 AL-Notre Dame

Killer Yellow—#292 AL-Ole State

Boomer—#293 AL-Oklahoma

Go Pokes—#294 AL-Oklahoma State

Quick Attack—#295 AL-Oregon

Woe Are—#296 AL-Penn State

Let's Go Pitt—#297 AL-Pittsburgh

Boiler Up—#298 AL-Purdue

Orange Crush—#299 AL-Syracuse

Big Orange—#300 AL-Tennessee

Hook Em—#301 AL-Texas

Big Em—#302 AL-Texas A&M

Mighty—#303 AL-UCLA

Fight On—#304 AL-USC

Wahoos—#305 AL-Virginia Tech

Triumph—#306 AL-Virginia Tech

Bow Down—#307 AL-Washington

Go Green—#308 AL-Wisconsin

Beard Down—#311 ARK-Mascot

Ramblin'wreck—#329 GT Mascot

Red And Gold—#335 KU Mascot

Chad Chalk—#335 KU Mascot

Rah Rah—#341 MNN Mascot

Hotty Totty—#342 MNN Mascot

Mizzou Rah—#344 MIZZOU Mascot

Go Green—#346 MSU Mascot

Go Pack—#349 NCSU Mascot

Go Cats—#352 NU Mascot

Go Carolina—#360 S-Car Mascot

On On Lik—#371 USF Mascot

Go Deacs—#382 WAKE Mascot

All hail—#385 WVSU Mascot

Hill Wn—#386 WVU Mascot

NEO CONQUEST

Cheat Code

At the title screen, press Up, Down, Down, L1, L2, R2, L3, R3 to start the game with 20 lives in reserve.

NHK 2K6

Cheat Codes

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use the [RT/L1] buttons to select a free slot, then select "Create New Profile" and enter the name "Turc0R13" (Note: Only the T receive should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

ONE

Cheat Codes

At any time during gameplay, press SELECT to enter the game menu. Next, move the cursor to "Help." Now enter any of the following codes, then press SELECT again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and

right analog joysticks into the controller until you hear a chime.

Invincibility—L2, L1, L2, \square , \square , R3, L3, R3, \square

Infinite current ammunition—L2, L1, L2, \square , \square , \square , L2, L1, L3

Skip current stage—L2, L1, L2, \square , \square , \square , R3, L3, L3

Refill ballistic ammo, energy cells and hydro sprays—L2, L1, \square , \square , \square , \square , R3

Phase cloak—L2, L1, L2, \square , \square , \square , L3, L3, L3

Knock enemies down with one punch or kick—L2, L1, L2, \square , \square , \square , R3, L3, \square , \square

Kill enemies with one punch or kick—L2, L1, L2, L3, R3, \square

Big head—L2, L1, L2, \square , \square , \square , START, \square , \square , START

Try body—L2, L1, L2, \square , \square , \square , R3, \square , \square

Giant body—L2, L1, L2, \square , \square , \square , L3, \square , \square

Transform into a different character—L2, L1, L2, \square , \square , L2, L2 (continue to press L2 repeatedly to change into different characters)

OUTLAW VOLLEYBALL REMIXED

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Characters have big heads in Exhibition, Random Play and Tour Modes—Hold L1 and press \square , \times , \square

Female characters are well-endowed in Exhibition, Random Play and Tour modes—Hold L1 and press \square , Up, \square

Max out Turbo meter in Exhibition and Random Play—Hold L1 and press Left, Right, Down, R1

Enter a Battering Tonic in Exhibition—Hold L1 and press \square , Up, \square

Drop a Time Bomb on the opponent's side in Exhibition and Random Play—Hold L1 and press \times , \square , \square , \square , \times

At the "Choose a Court" screen, hold R1 and press \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , L2, L2, L2, L2 to unlock The Pit of Hell in Exhibition mode.

PINBALL HALL OF FAME

THE GUTTUBE COLLECTION

Secret Code

Select "Enter Code" from the main menu, then enter any of the following passwords:

L U V—Unlock Love Meter machine

P K B—Unlock Play Boy machine

X T N—Unlock Xofen machine

T M A—Unlock Tournament Mode

D G C—Unlock Gottlieb Factory Tour

L A—Unlock Payoff mode

B L Z—Unlock "Cotton Balls" option

I N—Unlock "Infinite Final Ball" option

N D G—Unlock "Optional Tilt" option

PRIMAL

Cheat Codes

Hold L1 + L2 + R1 + R2 at the main menu for five seconds; a secret Code Menu will appear. Highlight each value and enter the appropriate code to activate the desired cheat, then press the [b] button to enter the code (the highlighted text will turn yellow to confirm).

M O N S T R O U S—Invulnerable

W I N D C H I L L—Solum

M O M P O D I L—Aquas

E T H E R I A L—Aetha

M I D D A Y S—Valley

R U N E S C O R E—Eagley

K I L L S W I T C H—Eagley

PROJECT EDGE

Secret Cheats Menu

At any time during gameplay, press \times to open the cheats menu. Now hold SELECT and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

PSYCHONAUTS

Cheat Codes

At any time during the game, hold L1 + R1 and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Fuller say, "Hot corner of the screen. Move your cursor here to get Merit Badges in order to use the power!"

Infinite ammo—R3, \times , L3, Δ , \square (Note: The effects of this code will be apparent until after you earn the Psi-Blast Merit Badge)

All Camp Store items except Psi-Ball Colorizer and Dream Puffs—R3, R2, R2, Δ

All Psi-Power Merit Badges— \square , \square , R2, L3, Δ

Lots of Arrowheads—R3, R3, Δ

Max Psi-Rank and all Psi-Powers earned by ranking up—R3, L3, R2, R2 (Note: You still need to get Merit Badges in order to use the power!)

Merry—Down, Y, A, B
Pigpin—R, Up, Up, X
Gimli—X, X, Y, Y
• Earn all special abilities
Aragoon—Aragoon, X, Y, Y
Farmin—Up, B, X, Up
Frodo—A, A, Down, A
Gandalf—Up, Down, Y, X
Gimli—X, B, A, X
Legolas—Y, B, A, X
Merry—X, Y, A, X
Pigpin—R, A, X, X
Sam—Up, Up, X, X
• Restore missiles
Aragoon—A, B, Y, B
Farmin—Y, Up, A, A
Frodo—Y, Y, Y, X
Gandalf—X, Y, Down, A, B
Gimli—X, X, X, A, B
Legolas—Y, Y, Y, Down
Merry—X, X, X, Y
Pigpin—Up, X, X, X
Sam—A, A, A, B
• Purchase all normal 3-hit combos (note: you will not be able to use some combos until your character achieves the specific level of the combo)
Aragoon—B, Down, X, Up
Farmin—B, Y, Up, Y
Frodo—B, Down, Y, B
Gandalf—Down, Y, A, Down
Gimli—Up, X, X, B
Legolas—B, Y, Y, X
Merry—Y, Up, A, B
Pigpin—Up, Up, B, X
Sam—A, A, A, B
• Purchase all normal 4-hit combos (see note above)
Aragoon—Up, Y, B, Down
Farmin—A, B, Up, X
Frodo—Down, B, Down, X
Gandalf—Down, Y, Up, X
Gimli—B, Up, A, B
Legolas—A, Y, B, B
Merry—A, B, B, B
Pigpin—A, A, Down, X
Sam—Up, Down, X, Y
The following codes are not character-specific, but they will not work unless you have completed the game:
Purchase all upgrades—Down, Y, X
Always devastating—Y, Up, Down
Infinite missiles—B, B, Down, X
Invulnerability—B, X, B, Up
Perfect mode—X, Down, Y, A
Reduce indicator mode—Down, X, Up, B
Restore health—B, B, X, X

THE LORD OF THE RINGS: THE TWO TOWERS

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.
Restore health—Hold L + R and press Y, Down, A, Up
Restore missiles—Hold L + R and press A, Down, Y, Up
All Level 2 upgrades—Hold L + R and press X, Right, X, Right
All Level 4 upgrades—Hold L + R and press Y, Right, X, Up
All Level 6 upgrades—Hold L + R and press B, Left, B, Left
All Level 8 upgrades—Hold L + R and press A, A, Down, Down
1,000 upgrade points—Hold L + R and press A, Down, Down, Down
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: [Character] as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:
Always devastating—Hold L + R and press B, B, X, X
Small enemies—Hold L + R and press Y, Y, A, A
Slow motion—Hold L + R and press Y, X, A, B
Infinite missiles—Hold L + R and press X, A, Y, A
All upgrades—Hold L + R and press X, Y, X, Y
Invulnerability—Hold L + R and press Y, B, A, X

MARIO GOLF: TOADSTOOL TOUR

Special Controls
Hold the Z button and press **START** at the title screen. You will see a new option called "SP Contexts" at the main menu. Choose the new

option and you'll see that the "Hole-In-One Contexts" is already open. Select "Password Tournament" from the SP Contexts menu and enter the following passwords for more contexts:
O E K W S G T U—Camp Hyrule Cup
G A A A 2 4 1 H—Super Mario Open
C E L F U P 1 3—Target Bullye Tour
B I C Q B U L Z—Hollywood Video Tour
E L B U T 3 P X—Peach's Invitational
J I 3 L 9 K H R—Bowser's Big Blast
Z G P L 6 7 P B—Bowser Jr.'s Jumbo To Journey

MARIO PARTY 6

Secret Voice Commands
Speak the following words into the GameCube Mic at the times indicated to cause the corresponding effect to appear on the screen:
Brighton Waves—Say "Brighton" at the main menu select screen.
Twila Waves—Say "Twila" at the main menu select screen.
Flying Fly Guys—Say "Fly Guy" at the main menu select screen.
Jumping Cheep Cheeps—Say "Cheep Cheep" at the main menu select screen.
Running Goombas—Say "Goomba" at the main menu select screen.
Launch Bullet Bill—Say "Bullet Bill" during the Verbal Assault minigame.
Launch Goombas—Say "Goats" during the Verbal Assault minigame.
Launch missiles—Say "Nuts" during the Verbal Assault minigame.
Monkey attack—Say "Ukiki" during the Word Herd minigame.
Falling Thwomps—Say "Zero" during the Shoot Yer Mouth Off minigame.

MARIO SUPERSTAR BASEBALL

Unlockable Characters and Secrets
Dixie Kong—Complete Challenge Mode at any difficulty setting with DK's team.
Panty Piranha—Complete Challenge Mode at any difficulty setting with Mario's team.
Morty Mole—Complete Challenge Mode at any difficulty setting with Mario's team.
Toadette—Complete Challenge Mode at any difficulty setting with Peach's team.
Baby Luigi—Complete Challenge Mode at any difficulty setting with Yoshi's team.
Bowser's Team—Complete Challenge Mode at any difficulty setting with Bowser's team.
Hammer Bro—Complete Challenge Mode at any difficulty setting with Bowser's team.
Star Dash minigame—Complete Challenge Mode at the Mushroom Party setting.
Toy Field minigame—Purchase the Secret Map from the shop in Challenge Mode (see below).
Mario Grand Prix minigame—Complete the Bob-omb Derby, Wild Chain Champ Sprint, Piranha Plan, Barrel Batter and Star Dash minigames as the Star difficulty setting.
Buddie Emblem shop item—Defeat any team at any difficulty in Challenge Mode and recruit all of the team's players.
Secret Map shop item—Win first place at least once in the Wall Ball, Piranha Plan, Bob-omb Derby, Chain Champ Sprint and Barrel Batter minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.
Secret Star shop item—Unlock the Secret Map item, then win first place at least once in the Wall Ball, Piranha Plan, Bob-omb Derby, Chain Champ Sprint and Barrel Batter minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.
S A V A G E L A N D—Unlock all Fantastic Four
N Z O N D—Unlock all Tomorrow People comics
T H E H A N D—Unlock Elektra Elektra swimsuit card
M O N R K O—Unlock Storm Storm swimsuit card

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes
At any time during gameplay, press **START** to pause, hold L + R and press Y, Y, B, Up, A. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—Y, Right, A, X, Z, B
Infinite ammo—Z, A, X, Z, B
100% Adrenaline—X, B, Y, Y, L
Kill stage nemesis—Y, L, Z, L, Z
Collect stage OEMS documents—Left, Y, B, A, Down, B
Disable shellcans—Z, X, Y, Y, L
Disableable HUD—A, Y, Right, A, Z, B
Suicide—L, Z, R, Up, A, Z
All Campaign battles—R, A, B, Up, X, Z (Note: This code creates three profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes
Enter any of the following codes at the title screen when the text "Press START" appears. The screen will flash white to confirm each time you enter one of the codes correctly.
Invincibility—Right, A, R, Y, L, A, Left, L, B, A, R
Unlock all levels—Y, Left, B, X, L, Left, Up, A, Down, L, X
Unlock all Boss Mode stages—R, Y, Down, Down, X, Left, X, Right, Y, R, L
Unlock all CST stages—Up, L, Left, Y, A, B, Right, R, X, B
Unlock all Agent data—Down, B, R, Left, L, Right, R, X, Up, A, B
Unlock all Alien data—X, L, B, L, Down, Y, R, Right, A, Left, Y, R
Start with all weapons—Down, A, X, R, Y, X, Left, B, L, Right
Do not lose weapon levels—Down, Up, A, X, Left, Up, A, X, L, L, X, B

MIDWAY ARCADE TEASERS 3

Hydro Thunder—Unlock All Boats and Tracks. First, play the game and finish in one of the top five positions. When you reach the initial entry screen, enter "PH" as your initials. When you start a new game, all tracks and boats will be unlocked.
Off Road Thunder—Cheat Codes
Choose the rally mode and choose your track. At the "Choose Machine" screen, press **Right** to unlock the "Secret Code" option, then enter any of the following codes:
Unlock Hyena vehicle—Right, Right (to change the Hyena back into the Bad Eon, simply enter the code again)
Unlock Chieftan vehicle—Left, Left, Left (to change the Chieftan back into the General, simply enter the code again)
Unlock Dust Devil vehicle—Left, Up, Right (to change the Dust Devil back into the Silver Striker, simply enter the code again)
Unlock Wildcat vehicle—Up, Up, Up (to change the Wildcat back into the Thrasher, simply enter the code again)
Disable "catch-up" feature—Right, Left, Right
No Nitro—Up, Left, Up
Unlock Cliffhanger Track—Right, Up, Left
San Francisco Rush 2049: Cheat Codes
At the "Start Game" screen, hold L + Y + X and press R to unlock the "Cheats" menu. Next, select "Cheats," highlight any of the following cheats and enter the corresponding code to unlock that specific cheat:
All cars—Press A, A, X, X, L, hold R, press Y, release R, hold A, press X
All tracks—Hold A + Y, press R, release A + Y, hold X + Y, release Y + X, press A, A, X, X, hold L + R, press Y
All parts—Hold Y, press X, A, L, release Y, hold X, press A, release X, press Y
Unleash in place—Press R, L, L, A, Y, X
Frame scale—Hold L + R, press A, X, release L, hold R, press A, X
Fire scaling—Press Y, X, Y, X, A, hold R, press A
Tog color—Hold L + Y, press Y, release L, hold A, press Y, release A, hold X, press Y, release X, hold R, press Y
Track orientation—Hold L + R, press Y, release L + R, press Y, X, hold L + R, press Y, release L + R, press A, X, hold L + Y, R, X, hold L + R, press A, X
Auto speed—Hold X + R, press L, release X + R, hold A, press Y, release A, press A, A, X
Invincible—Hold L + R, press A, X, release L + R, hold R, press A, Y, X
Invincible—Hold L + R, press Y, release L + R, press X, release R, press A, hold L + R, press Y, release L + R, press X, X, X
Invincible track—Press R, L, X, A, Y, A, X, hold L + R, press X, X, X, hold L + Y + A, press R

Super Lovers—Hold R, press Y, Y, Y, release R, hold L, press A, X, A
Miss—Hold A, press Y, Y, X, release A, press L, R, hold Y, release X, press R, L, R, L, release X, hold R, press R, L, R, L
Battle paint shop—Hold A, press L, R, L, release A, press Y, Y, Y
Demolition battle—Hold L + R, press X, Y, release L + R, hold R + A, press X, Y
Random weapons—Hold L + R, press Y, X, release L + R, hold A + R, press Y, X

MX SUPERFLY

Cheat Code
At the main menu, press X, Y, then L + X, then X, L, Z, then R + Y to unlock all of the tracks, minigames, bikers and secret characters.

NAMCO MUSEUM

Display Game Time in Galaga Arrangement
At the Galaga Arrangement screen, press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Up**, **Down**, you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement.

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes
Enter "Flight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields. Then press **START** to lock in the name and activate the cheat:
Walmart NASCAR—10,000,000 in the Bank
You Mean—Level 10 and 2,000,000 Prestige points
Makemé Famous—Rank 1 and 10,000,000 Fan Support
The Intimidator—Unleash Dale Earnhardt
Race Dodge—Unlock Dodge cars
Mr Clean Racing—Unlock Mr. Clean cars
Old Spice Motorsports—Unlock Old Spice cars
Levi Strauss/33—Unlock Levi Strauss cars
Gettin The Zone—Unlock Auto Zone cars
Dodge Stadium—Unlock Dodge Raceway track
Dodge Vengeance—Unlock Old Spice Speedway race
Walmart Exclusive—Unlock Lakeshore Drive track
Open Sesame—Unlock all Thunder Plates

NEED FOR SPEED: UNDERGROUND

Cheat Codes
Enter any of the following codes at the main menu when you hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.
Unlock all Circuit Tracks in Quick Race mode—Down, Left, Left, Left, Left, Left, Left, Left
Unlock all Drag Tracks in Quick Race mode—Right, Z, Left, R, Z, L, Y, X
Unlock all Drift Tracks in Quick Race mode—Left, Left, Left, Left, Left, Right, X, Left, R
Unlock all Sprint Tracks in Quick Race mode—Up, X, X, X, Down, Down, Down

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes
Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.
\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Left, X, Right, L, R
\$200 in Career mode—Up, Left, R, R, Down
Unlock Hummer H2—Up, Left, Up, Down, Left, Left, Left, Left, Right, X, Left, R
Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left
Unlock Burger King vinyl—Up, Up, Up, Up, Up, Down, Up, Left

NICKELODEON PARTY BLAST

Unlock Secret Levels
Choose "Start Game" from the main menu, then pick a character and select Blast Mode. When the "Select Level" screen appears, press Up, Up, Down, Down. Right. You'll hear a "one" and four "bounces" level will be unlocked.

ONE PUNCH: GRAND BATTLE

Unleash Character Battles
There are two ways to unlock most of the characters in the game:
• To unlock Ruggy, Chase, Kuro, Don Krieg and Arlong for play in Story Mode, select Story Mode with Luffy, Nami, Sanji, Usopp and Zoro at any difficulty setting.
• To unlock Mr. Sunday for play in all modes, select Story Mode with Ruggy, Chase, Kuro, Don Krieg and Arlong at any difficulty setting.





Xbox tips

You can also enter the following codes:

ALTER ECHO

Cheat Codes

At any time during gameplay, press Up, Up, Down, Left, Right, Left, Right on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:

Health recharge—Hold BACK button, press Right

Time Dilation Energy recharge—Hold BACK, press Up

Toggle on-screen display—Hold BACK, press Y

ARMED AND DANGEROUS

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

List all cheats—B, L, A, B, White, A, Left Trigger, Left Trigger

Refill ammo—Black, B, A, Right Trigger, Right Trigger

Infinitesimal—A, Left Trigger, Left Trigger

Black, B, White, Left Trigger, Left Trigger

Refill health—X, R, A, Y, Black, B, A, Right Trigger

Invincibility—X, X, X, R, A, Left Trigger, Left Trigger

God mode (invincibility/infinite ammo)—Y, A, B, X, B, A, Left Trigger

Play any level—Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y

View any movie—A, Y, A, Y, Black, Right Trigger, A, Y

Big heads—Left Trigger, Black, B, White, White, B, Black, Left Trigger

Big hands—R, White, X, Left Trigger, White, Left Trigger, Right Trigger, Y

Big boots—R, White, Y, A, Left Trigger, B, White, X

Upside-down screen—Y, A, B, B, A, B, White, White

BAD BOYS: MIAMI TAKEDOWN

Cheat Codes

At any time during gameplay, press B to bring up the "Press Start Button" screen, press B, Up, X, Y, Right, Right. You'll hear a gunshot sound to confirm the code. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold Left Trigger and Right Trigger and enter the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down

Can't be struck—Left, Left, Right, Left, Up, Down, Up, Down

Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down

Damage x 100—Up, Down, Up, Left, Right, Left, Right

10,000 silver pieces and 100 adrestones—Up, Up, Down, Down, Left, Right, Left, Right

Unlocks all levels—Right, Left, Left, Left, Up, Down, Up, Down

BATTLE ENGINE AQUILA

Cheat Codes

At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:

TEVAH I—Unlocks all levels

B A K 4 2—Unlocks "God Mode" menu (choose "Options" from the Paused menu to find it)

105770 Y 2—Unlocks all 230 Goodies

BIG MUTHA TRUCKERS 2

Cheat Passwords

Press Y at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

MISSIONS—Unlocks all missions

CASH—Earn \$100,000

B R I D G E—Easy bridge crossing

N O D A M A G E—Invincibility

N O C O P S—No cops

E B M—Unlocks Evil Bob mission

P J—Pay off one juror

P A J—Pay off all jurors

C O P S—Cops always on route

B I K E R S—Bikers always on route

G A L L E R Y—Unlocks all gallery items

BLUTZ: THE LEAGUE

Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play

O N F I R E—Ball trail always on

B O U N C Y—Beach ball

P I P P E D—Double unleash icons

N O T T I R E D—Stamina off

C L A S H Y—Super Clash

I G D O O S—Super unleash clash

C H U W A Y—Two-player co-op

BLOODRAYNE 2

Cheat Codes

Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also enter the cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press START to accept the last (highlighted) word of the phrase. If you reset the last word without pressing START, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered

Freeze enemies

Use Taint Lord Drip Kwis—God mode

Quantum Lament Distorted Doting—Time factor

Winch This Molesting Ninja—Refill ammo

Cargo Fire Imp Kak—Credit Carnage 1,000 points

Late Nurture Super Qwee—Credit Gun 1,000 points

Nurture Happy Partule Enure—Restore health

Naked Jugsy Resistance Pail—Enable all gun modes

Bone This Curry Viole—Enable all combos

Blank Ugly Pustule Eater—Enable all powers

Nurture Happy Partule Enure—Restore health

Naked Jugsy Resistance Pail—Unlimited ramp

Terminal Reap Dark Super—Unlimited rage

Ugly Dark Heated Grouse Quaff—Unlimited ammo

Fake Burt Cunnings Distorted—Jugsy mode

Dodge This Most Pimp—Gratuitous dismemberment

Anomalies Are Juan Insouled—Unlocks level select

This Dark Distorted Reality—Unlocks Overlord

Ardent Hungry Naked Ninja—Unlocks slideshows

Pension Reap Super Vulgar—Unlocks movies

Whack Link Erotic Cunnings—Unlocks outfits

Wart This Dark Reality Taint Qwee—Unlocks everything

BURNOUT: REVENGE

Saved Game Data Bonus Vehicles

If you have a Burnout 3 Takeaway save file on an Xbox hard drive when creating a profile in Burnout: Revenge, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a Madden NFL 06 save file, you'll unlock the Madden Challenge Bus

CONFUCIUS: GLOBAL TERROR

Unlocks Cheat Menu

At the title screen, press Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, White, Black, A. A confirmation message will appear. If you have entered the code correctly, and a new "Cheats" option will be added to the main menu, allowing you to select any level and toggle infinite ammo and infinite saves on or off.

CONFUCIUS: VIETNAM

Cheat Code

At the main menu, press Right Trigger, Right Trigger, Left Trigger, Right Trigger, B, R, Y, Y, X, White, a new "Cheats" option will appear. Use it to select any mission, show movies and toggle infinite saves or ammunition

CONKER: LIVE & RELOADED

10 Extra Lives

After completing the Barn Boys arc, return to the cheese corral. Hop up onto the platform to the left of the corral and follow it around the back wall of the cheese corral. Jump over the

platform on the back wall and a light bulb will flash over Conker's head. Hit B as soon as this happens and he'll turn into an owl and crash down, destroying the cheese wall and revealing a special tail that grants you ten extra lives.

CRIMSON SKIES: HIGH ROAD TO REVENGE

Cheat Codes

Enter the following codes at any time during gameplay

Invincibility—Y, A, X, B, Black

Unlock all planes in hangar—Y, X, B, Y, Black

\$50,000—A, Y, A, Y, Black

Increase damage per shot to 1,000—B, X, A, B, Black

Increase Difficulty—X, B, A, X, Black

DAI SENYAKU: VUL: MODERN MILITARY TACTICS

Cheat Codes

Enter any of the following codes at the main menu

Unlock El Alamein map—X, White, Right, Right, Black, Right, Right, Right, Right, X, Right, Black, Right, Right, Right, Right, X, Right, Black, Right, Right, Right, X, See credits—X, Black, Black, Left, Black, Left, White, Right, White, X

Unlock Yancuo map—X, Left, Right, Right, Right, Black, White, Right, Right, X, Right, Black, Right, Right, Right, X, All Recon Units—X, Black, Black, White, White, Right, Left, White, Black, X

Production: Extra endurance—X, White, White, Left, Left, White, Black, Right, Left, White, Black, Right, X

Extra endurance—X, White, Black, Right, Left, White, Black, Right, X

Extra ammo—X, Black, White, Left, Right, Black, White, Right, Left, X

Unlock all Free Play maps—X, White, White, White, Black, Black, Black, Left, Right, Left, X

Extra ammo—X, Black, White, Right, Left, X

SECRET "Secret Plan Code" from the main menu

Enter any of the following codes to unlock various units

9891-4841-852E-14F9—Unlock Type 61 MBT (WT)

6289-0549-0DF1-A797—Unlock Type 74 MBT (WT)

A124-2C03-09A6-D4F9—Unlock Type 90 MBT (WT)

8399-7184-30A4-500A—Unlock Type 87 SPAG (WT)

FA43-8507-A7E5-ERCD—Unlock Type 60 SPRR (WT)

3D9A-D404-70E9-01E2—Unlock AH-15 Cobra (WT)

850A-6C45-C87B-F94E—Unlock Type 90 MBT (DT)

5285-2318-09F4-1DDC—Unlock Type 74 MBT (DT)

4D7C-38BA-E396-9AFD—Unlock AH-15 Cobra (DT)

81FE-5327-CAD7-6500—Unlock AH-1W Supra (WT)

C594-D619-C0C7-33A8—Unlock Cyber Ninja

DANCE DANCE REVOLUTION ULTIMAX

All Songs/All Challenge Modes Complete

Select "Options" from the main menu, then select "Credits" and enter the following code on Controller + Up, Up, Down, Down, Left, Right, Left, Right, B, A.

DESTROY ALL HUMANS!

Cheat Codes

At any time during gameplay, press START to pause, then enter any of the following codes at the pause menu

Bulletproof Crypto—Hold Left Trigger, press X, Y, Left, Y, X

Infinitesimal Concentration—Hold Left Trigger, press Left, Y, White, Right, White, X

Infinitesimal Ammo and Concentration—Hold Left Trigger, press Left, Y, White, Right, Black, X

Increase Alert Meter—Hold Left Trigger, press Right, X, White, Black, Right, White

Reduce Threat level to "None"—Hold Left Trigger, press White, Right, White, Black, X, Right, X

More Cheat Codes

Enter any of the following codes at the workshop hub screen (where the Archives, Hangar, Options and Po's & Loo menu items are)

Early Upgrades—Hold Left Trigger, press X, Y, Left, Y, X

Earn 1,337 DNA—Hold Left Trigger, press Black, Black, Black, Black, White, Left, Right, Left, Right, White, Black

DOOM 3

Cheat Codes

At any time during gameplay (not while paused), enter the following codes:

Invincibility—Hold Left Trigger, press X, Y, B, A

Skip the current level—Hold Left Trigger and press B, A, X, Y

DRAGON BALL Z: SAGAS

Cheat Codes

At any time during gameplay, press START to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen

Invincibility—Down, A, Up, Y, BACK, START, Right, X, Left, B

All upgrades purchased—Up, Left, Down, Right, BACK, START, Y, A, X, B

Unlock Everything

Choose "Options" from the main menu, then press Up, Down, Up, Down, BACK, START, BACK, START, Y, A, X, B at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press B to bring up the menu. Select the "Stats" menu and enter the following code to increase your vital stats:

Restore Health—Select "Health" in the Stats menu and press Black, White, Black, Black, White, Press and hold the A button to restore Health level

Restore Magicka—Select "Magicka" in the Stats menu and press Black, White, White, Black, Black, White, Press and hold the A button to restore Magicka level

Restore Fatigue—Select "Fatigue" in the Stats menu and press Black, White, White, Black, Black, White, Press and hold the A button to restore Fatigue level

ENCLAVE

Unlocks Dark Campaign

At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press X, Y, Y, X, X, Y, X, Y. The Dark Campaign menu will immediately become unlocked after you enter the code correctly.

FANTASTIC 4

Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm that you enter a code correctly.

Unlocks Hell bonus level in the Bonus menu—Right, Right, X, B, Left, Up, Down

Unlocks Barge Arena in Survival Mode and Stan Les interview 1 in Unlocks—X, B, X, Down, Down, B, Up

Infinitesimal Power—Up, X, X, X, Left, Right, B (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FIGHT NIGHT: ROUND 2

Unlocks Fabulous

Select "Create Champ" from the main menu. Select any profile or create a new one, then enter "GETFA" as the character's first name and exit Create Champ mode. Fabulous will now be unlocked in Play Now and Career modes.

Unlocks All Venues

Select "Game Modes" from the main menu, then press and hold Left on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

Unlocks All Venues

Select "Game Modes" from the main menu, then press and hold Left on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

Unlocks All Venues

Select "Game Modes" from the main menu, then press and hold Left on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

Xbox tips

ALTER ECHO

Cheat Codes

At any time during gameplay, press Up, Down, Down, Left, Right, Left, Right on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:

Health recharge—Hold **BACK** button, press **Right**

Time Dilation Energy recharge—Hold **BACK**, press **Up**

Toggle on-screen displays—Hold **BACK**, press **Y**

ARMED AND DANGEROUS

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

List all cheats—**A, Y, A, B, White, A, Left Trigger, Left Trigger**

Refill ammo—**Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black**

Infinite ammo—**A, Left Trigger, Left Trigger, Black, A, White, Left Trigger, Left Trigger**

Refill health—**X, R, Y, A, Black, B, A, Right Trigger**

Invincibility—**X, X, X, R, A, Left Trigger, Left Trigger, Y**

God mode (invincibility)—**Infinite ammo—A, Y, A, B, A, A, Left Trigger**

Play any level—**White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y**

View any movie—**A, Y, A, Y, A, Black, Right Trigger, A, Y**

Big heads—**Left Trigger, Black, B, White, White, B, Black, Left Trigger**

Big hands—**R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y**

Big boots—**White, Y, A, Left Trigger, B, White, X**

Upside-down screen—**Y, A, B, B, A, B, White, White, Y**

BAD BOYS: MIAMI TAKEDOWN

Unlock All Cheats

At the "Press Start Button" screen, press **Up, X, Y, Right**; Down; you'll hear a gunshot sound to confirm the code. You can now select any level within the Quick Game menu and toggle any of the options at the Cheats menu.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold **Left Trigger** + **Right Trigger** and enter the following codes:

Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**

Can't be struck—**Left, Left, Right, Left, Up, Down, Up, Down**

Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**

Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**

10,000 silver pieces and 100 adrestones—**Up, Up, Down, Left, Right, Left, Right, Left, Up**

Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

BATTLE ENGINE AQUILA

Cheat Codes

At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:

EVA F I A I—Unlock a level

B A I 4 2—Unlock "God Mode" menu (choose "Options" from the Pausé menu to find it)

10 5 7 7 0 Y 2—Unlock all 230 Goodies

BIG MUTHA TRUCKERS 2

Cheat Passwords

Press **Y** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

MISSIONS—Unlock all missions

CASH—Earn \$100,000

B R I D G E—Easy bridge crossing

R O D A M A G E—Invincibility

N O C O P S—No cops

E B M—Unlock Evil Bob mission

P 1—Pay off all junior

P A 1—Pay off all junior

C O P S—Cops always on route

B I K E R S—Bikers always on route

G A L L E R Y—Unlock all gallery items

BLITZ: THE LEAGUE

Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

O N F I R E—Ball trail always on

B O U N C Y—Beach ball

F I P P E D—Double unleash icons

N O T T I R E D—Sunrise off

C L A S H Y—Super Clash

B I D G O S—Super unleash clutch

C H U W A Y 2—Two-player co-op

BLOODRAYN 2

Cheat Codes

Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also enter the cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press **START** to accept the last (highlighted) word of the phrase. If you insert the last word and then press **START**, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered.

Blue Green Purple Imp—Freeze enemies

Over Taint Load Kwik—Guns enable

Quantum Lament Distorted Doting—Time factor

Whack Thx Moistened Ninja—Refill ammo

Cargo Fire Imp Kak—Credit Carnage, 1,000 points

Late Nurture Qweep Super—Credit Gun, 1,000 points

Whiskey Fake Kabloow Shout—Enable all gun modes

Bone This Curry Vote—Enable all combos

Black Killy Posture Ecto—Enable all powers

Nurture Happy Putty Ecture—Restore health

Ugly Justice Pance—Fill bloodlust

Temp Real Dark Mace—Unlimited rage

Terminal Reality Super Uber XXX Vacate—Unlimited health

Ugly Dark Handed Orange Quaff—Unlimited ammo

Fake Bust Cautiously Distorted—Juggo mode

Dodge This Moist Pump—Gratuitous dismemberment

Anomalies Are Jann Insulated—Unlock level select

This Dark Distorted Reality—Unlock Overlord

Ardent Hungry Naked Ninja—Unlock slashdown

Pension Reap Super Vulgar—Unlock movies

Black Kick Erolc—Unleash untouchables

Want This Dark Reality Taint Qweep—Unlock everything

BURNOUT: REVENGE

Save Game Data Bonus Vehicles

If you have a Burnout 3: TakeDown save file on your Xbox hard drive when creating a profile in Burnout: Revenge, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a Madden NFL 06 save file, you'll unlock the Madden Challenge Bus.

CONFUCIUS: GLOBAL TERROR

Unlock Cheat Menu

At the title screen, press **Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, White, Black, X**. A confirmation message will appear if you have entered the code correctly, and a new "Cheats" option will be added to the main menu, allowing you to select any level and toggle infinite ammo and infinite saves on or off.

CONFUCIUS: VIETNAM

Cheat Code

At the main menu, press **Right Trigger, Right Trigger, Left Trigger, Left Trigger, B, B, Y, Y, X, X, White**; a new "Cheats" option will appear. Use it to select any mission, show movies and toggle infinite saves or ammunition.

CONKER: LIVE & RELOADED

10 Extra Lives

After completing the Horn Boys area, return to the cheese corral and follow it around the back wall of the cheese corral. Jump over the

platform on the back wall and a light bulb will flash over Conker's head. Hit **B** as soon as this happens and the light turns on an oval and crash down, destroying the cheesy wall and revealing a special tail that grants you ten extra lives.

CRIMSON SKIES: HIGH ROAD TO REVENGE

Cheat Codes

Enter the following codes at any time during gameplay:

Invincibility—**Y, A, X, B, Black**

Unlock all planes in hangar—**Y, X, B, Y, Black**

\$50,000—**A, Y, A, Y, Black**

Increase damage per shot to 1,000—**B, X, A, B, Black**

Increase Difficulty—**X, B, A, X, Black**

DAI SENRYUKU VI: MODERN MILITARY TACTICS

Cheat Codes

Enter any of the following codes at the main menu:

Unlock El Alamein map—**X, White, Right, Right, Right, Black, Right, Right, Right, X**

Unlock Kammo map—**X, White, Right, Right, Right, Black, Right, Right, Left, X**

See credits—**X, Black, Left, Black, Left, Black, Left, White, Right, White, X**

Pick any Scenario—**X, Left, Right, Right, Right, Black, Right, White, Right, Right, Right, X**

All Recon Units—**Black, Black, White, White, Right, Left, White, Black, X**

Production: Extra endurance—**X, White, White, Left, Left, White, Black, Right, Left, White, Black, Left, Right, X**

Extra endurance—**X, White, Black, Left, Left, White, Black, Right, Right, Right, X**

Extra ammo—**X, Black, White, Right, Right, White, Right, Left, X**

Unlock all Free Play maps—**X, White, White, White, Black, Black, Black, Left, Right, Left, X**

Unlock All Units in Freestyle Mode

Select "Secret Pass" from the main menu and enter any of the following codes to unlock various units:

0993-4841-8521-1493—Unlock Type 61 MBT (WT)

628-0549-0071-A797—Unlock Type 74 MBT (WT)

A124-20C3-D9A6-D4F9—Unlock Type 90 MBT (WT)

8399-7184-500A-500A—Unlock Type 87 SPARG (WT)

F443-6507-A7E5-E9C0—Unlock Type 60 SPRAV (WT)

3D9A-0404-70E9-D162—Unlock AH-1W Cobra (WT)

9506-CC45-CB78-F94E—Unlock Type 90 MBT (D7)

5285-2318-09F4-1DDC—Unlock Type 74 MBT (D7)

7463-3B8A-E396-94FD—Unlock AH-1S Cobra (D7)

81FE-5327-4207-9500—Unlock AH-1W Super Cobra

CS59-0519-C0C7-33A9—Unlock Cyber Ninja

DANCE DANCE REVOLUTION ULTIMAX

All Songs/All Challenge Modes Complete

Select "Options" from the main menu, then select "Credits" and enter the following code on Controller L: **Up, Up, Down, Down, Left, Right, Left, Right, B, A**

DESTROY ALL HUMANS!

Cheat Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu:

Bulletproof Crypto—Hold **Left Trigger**, press **X, Y, Left, Left, Y, X**

Infinite Concentration—Hold **Left Trigger**, press **Right, Left, White, Right, White, Y**

Infinite ammo and Concentration—Hold **Left Trigger**, press **Left, Y, White, Right, Black, X**

Increase Alert Meter—Hold **Left Trigger**, press **Right, X, White, Black, Right, White**

Reduce Threat level to "None"—Hold **Left Trigger**, press **White, Right, White, Black, X, Right**

Enter any of the following codes at the motherboard hub screen (where the Archives, Hangar, Options and PoX's Lab menu items are):

Early Upgrades—Hold **Left Trigger**, press **X, Y, Left, Y, X**

Gain 1,337 OHA—Hold **Left Trigger**, press **Black, Black, White, White, Left, Right, Left, Right, White, Black**

DOOM 3

Cheat Codes

At any time during gameplay (not while paused), enter the following codes:

Invincibility—Hold **Left Trigger**, press **X, Y, B, A**

Skip the current level—Hold **Left Trigger** and press **B, A, X, Y**

DRAGON BALL Z: SAGAS

Cheat Codes

At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:

Invincibility—**Down, A, Up, Y, BACK, START, Right, X, Left, B**

All upgrades purchased—**Up, Left, Down, Right, BACK, START, Y, A, X, X, B** at the Options menu.

Unlock Everything

Choose "Options" from the main menu, then press **Up, Down, Up, Down, BACK, START, BACK, START, Y, A, X, X, B** at the Options menu. The code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press **B** to bring up the menu. Select the Stats menu and enter the following codes to increase your vital stats:

Restore Health—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black, Press** and hold the **A** button to restore health level.

Restore Magicka—Select "Magicka" in the Stats menu and press **Black, White, White, Black, White, Press** and hold the **A** button to restore Magicka level.

Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black, Press** and hold the **A** button to restore Fatigue level.

ENCLAVE

Unlock Dark Campaign

At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X, Y, Y, X, X, Y, Y, Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

FANTASTIC 4

Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly:

Unlock Hell bonus level in the Bonus menu—**Right, Right, X, B, Left, Up, Down**

Unlock Barge Arena in Survival Mode and Stan's "GETTA!" in the character's first name and unlock Create Campaign mode. Fabulous will now be unlocked in Play Now and Career modes.

Unlock All Venues

Select "Game Modes" from the main menu, then press and hold **Left** on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

FIGHT NIGHT: ROUND 2

Unlock Fables

Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETTA!" as the character's first name and select Create Campaign mode. Fabulous will now be unlocked in Play Now and Career modes.

Unlock All Venues

Select "Game Modes" from the main menu, then press and hold **Left** on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

Try **Right** to select "Game Modes" from the main menu. At the "Select Venue" screen, press and hold **Up** on the D-pad for three seconds. A bell sound will confirm correct code entry.

Hydra (plane) appears—Y, X, B, A, Left Trigger, Left Trigger, Down, Up
Jetpack appears—Left, Right, Left Trigger, White, Right Trigger, Black, Up, Down, Left
Parachute appears—Left, Right, Left Trigger, White, Right Trigger, Black, Black, Up, Down, Right
Left Trigger (press B to open the parachute when falling)
Heat wave—Black, A, Left Trigger, Left Trigger, White, White, Down
Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Up
Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X
Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B
Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A
Sandstorm—Down, Left Trigger, White, Right Trigger, White, White, Left Trigger, White, Right Trigger, Black
Game clock remains at 00:00—X, Left Trigger, Right Trigger, Right, A, Up, Left Trigger, Left, Left
Game clock remains at 21:00—Left, Left, White, Right Trigger, Right, X, X, Left Trigger, White, A

GRAND THEFT AUTO: VICE CITY

Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox or use the reset code to return the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a nice idea to keep a copy of your save file on a memory card, this way you'll have a backup in case anything happens to the GTA: Vice City save on your Xbox hard drive. Note: Some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes entered at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

100 Health—Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Right, Up
100 Armor—Right Trigger, Black, Left Trigger, A, Left, Left, Right, Up, Left, Down, Right, Up
All normal weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up
All medium weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left
All powerful weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down

"Wanted" level -2—Right Trigger, Right Trigger, B, Black, Left, Right, Left, Left, Left, Left
"Wanted" level 0—Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Down, Right
Suicide—All, White, Down, Right Trigger, Left, Left, Left Trigger, Left Trigger, White, Left Trigger
Fast game clock—B, A, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y
Slower game speed—Y, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)
Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)

Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Left
Pedestrians riot—Down, Left, Left, Right, Right Trigger, White, Left Trigger
Pedestrians attack you—Down, Up, Up, A, A, Black, Right Trigger, White, White
Display pursuit dots—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, A (if you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any new coverage you receive)

Certain women follow you—B, A, Left Trigger, Left Trigger, Black, A, B, Y (Note: As your status increases and you earn more money and better clothes, you will attract a wider variety of women)

Nearest pedestrian gets in your vehicle—B, Right, Up, Left Trigger, X, Right Trigger (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)

Gangsters at the properties you own are women in bikinis with guns—Right, Left Trigger, B, White, Left, A, Right Trigger, Right Trigger, Left Trigger, Right
All cars explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger, White
More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White

All traffic lights remain green—Right, Right Trigger, Up, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger
Invincible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger

Increase tire size for certain sports cars—Right Trigger, Left Trigger, White, Black, X, Up, Down, X (Note: This code can be entered repeatedly to increase its effect, but it will not register again unless you reload a saved game or complete a reset game)

All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B
All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Right Trigger, Right, B

Cars can fly for short distances—Black, B, Right Trigger, Right Trigger, White, Right Trigger, Right Trigger

Better vehicle handling—Y, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Black, B, Right Trigger, Right Trigger (with this code, press the Left Thumbstick to make your vehicle jump)

Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black
Destroy cars—Right Trigger, Right Trigger, A, A, Right Trigger, Left Trigger, A, Left Trigger

Play as Candy Suico—B, Black, Down, Right Trigger, X, Left, Right Trigger, Left Trigger, A, White, Up

Play as Ken Rosenberg—Right, Left Trigger, Right Trigger, Up, White, Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, Right Trigger

Play as a car thief—Right Trigger, B, Black, Left Trigger, Right Trigger, Right Trigger, Left Trigger, A, Black

Play as Lex Torrence—Right, Left Trigger, Down, A, Left Trigger, Right Trigger, Left Trigger, A, A, Play as Phil Clatter—Right Trigger, Right Trigger, Up, Black, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right, B

Play as Sonny Forelli—B, Right Trigger, B, White, Left Trigger, Right Trigger, Left Trigger, A, A, Play as Mercedes—Black, B, Left, Up, Left Trigger, Right Trigger, Right, Up, X, Y

Play as Dick—Black, Left Trigger, Up, Left Trigger, B, Left Trigger, Right Trigger, Right, B, Play as Ricardo Diaz—Left Trigger, White, Right Trigger, Black, Left, Left Trigger, Black, White

Play as a pedestrian—All, Right, Left, Up, Left Trigger, White, Left, Up, Down, Left (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Blooding Bangar #1 appears—Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left

Hotting Bangar #2 appears—Black, Left Trigger, B, White, Left Trigger, Right Trigger, Right, Up, White, B, Black

Sabre Turbo appears—Right, White, Down, White, White, A, Right Trigger, Left Trigger, B, Left

Romero's Hearse appears—Down, Black, Down, Left Trigger, White, Left, Down, Right Trigger, Left Trigger, Right

Los Tron limousine appears—Black, Up, White, Left Trigger, White, Left Trigger, B, Right Caddy appears—B, Left Trigger, Up, Right Trigger, White, A, Left Trigger, Right Trigger, B, Right

Rhino tank appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y

Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Down

Cloudy weather—Black, A, Left Trigger, Left Trigger, White, White, White, Right

Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X

Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B

Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A

GROOVERIDGE SLOT CAR THUNDER Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time

on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode)

GUNMATEL

Unlock All Missions & Weapons

At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, Black, Right Trigger. All missions will immediately become available on the screen. When you reach the "Armory" screen, all weapons will also be available

HITMAN: CONTRACTS

Mission Select

At the main menu, press X, Y, B, Left, Up, Right, L, R to access a special game that lets you choose any mission in the game.

Complete Current Mission

At any time during the game (not while paused), press R, L, Up, Down, A (Left Thumbstick, B, A, B, A, B, A) to complete the current mission with a Silent Assassin rating.

THE INCREDIBLE HULK

ULTIMATE DESTRUCTION Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes. This is a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

H I S T O R Y—Play the game in black & white
S M A S H—Smash Point Bonus—5,000
S M A S H 10—Smash Point Bonus—10,000
S M A S H 15—Smash Point Bonus—15,000
B B G I—Doubles the value of all health collectibles

C A B B I E S—All ambient vehicles are taxis
C A N A D A—Character: Canadian Flag Shorts
U S A—Character: American Flag Shorts
A M E R I C A—Character: American Flag Shorts
F U S H C H P—Character: UK Flag Shorts

D R A P E A U—Character: French Flag Shorts
D E U S C H—Character: German Flag Shorts
M U T A N D A—Character: Italian Flag Shorts
B A N D E R A—Character: Spanish Flag Shorts

F U R A G U—Character: Japanese Flag Shorts
T H E G R E E K—Character: Greek Flag Shorts
The codes above can be used in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.

D E S T R O Y—Doubles Hulk's damage values
P O R G I E—Doubles the speed of traffic and makes it more aggressive
P I L L O W S—Low gravity

C H Z G U N—Replaces all missiles in the Badlands with cows
T R A N C—Replaces all traffic with buses
K I N G N G—Replaces all limppost props with inflatable gorillas

S U I T F I T—Character: Joe Fixit
C L A S S I C—Character: Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)

V I L L A I N—Character: Abomination 1 (Note: This cheat will not work until you finished the game)

There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

JURASSIC PARK: OPERATION GENESIS

Enter any of the following codes during gameplay while nothing is selected and no menus are open

U N I T I S C O M I N G—Left, Up, Right, Down, Left Trigger, Right Trigger

Increase park budget by \$250,000—Left Trigger, Right Trigger, Right Trigger, Down, Down, Left Trigger, Right Trigger, Down, Down, Left Trigger, Left Trigger, Down, Up

All dinosaurs in your park are given 100% DNA—Right Trigger, Up, Right Trigger, Right Trigger, Left Trigger, Down, Down

Visitor fatalities cost you nothing—Right Trigger, Left, Down, Down, Down, Down

All visitors in your park get 100% satisfaction—Left Trigger, Right Trigger, Up, Up, Up, Up, Increase your park rating to three stars—Left Trigger, Right Trigger, Down, Down, Left Trigger, Right

Fossil market event occurs—Down, Left Trigger, Right Trigger, Down

Unlock all fossil hunt regions—Left, Down, Right, Up, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock Missions—Right Trigger, Right, Right, Right, Right, Right Trigger

Weather is always sunny—Right Trigger, Right Trigger, Right, Up, Right

No twisters for the rest of the game—Left Trigger, Right Trigger, Left, Right, Left Trigger, Right Trigger, Right

You can see as far as the camera—Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger

All fences upgraded to high security fences—Left Trigger, Left, Left, Right Trigger, Right Trigger, Right

You are free from disease—Up, Up, Right Trigger, Left Trigger, Up, Up

No dinosaurs become stressed—Left Trigger, Left, Up, Left, Up, Left Trigger

KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7 1 4 5 5 8 0 9 2—Mega cheat
6 1 9 5 5 4 1 4—All boards
5 1 9 5 5 4 1 4—All surfers
9 4 9 5 5 5 4 9 9—All surfers

7 0 2 5 5 2 9 1 8—All suits
6 2 6 5 5 6 0 4 4—All tricks
2 1 2 5 5 5 5 5—All waves

2 1 3 5 5 5 7 2—Perfect balance
2 1 7 5 5 0 2 1 7—High jumps
2 1 7 5 5 0 2 1 7—1st-person view
8 1 8 5 5 5 1 4 4 7—Triglyph graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At any time during the game, press START to pause. At the main menu, quickly press Up, Down, Down, Left, Left, Left, Left, Y, X, X. A message will appear to confirm the code.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Secret Codes

At any time during gameplay, quickly enter any of the following codes. A message will appear on the screen to confirm you've entered a correct code.

Y, A, X, B, A, Y—Infinite health
X, B, Y, X—Infinite ammunition
X, B, A, Y, X—Infinite ring

THE LORD OF THE RINGS

THE RETURN OF THE KING

Increase Experience

At any time during the game, press START to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:

Aragorn—Hold Left Trigger + Right Trigger, press Up, X, Y, A

Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down

Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down

Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A

Legolas—Hold Left Trigger + Right Trigger, press Y, A, Up, B

Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold Left Trigger + Right Trigger and hold Left, D, Up

Restore missiles—Hold Left Trigger + Right Trigger and press A, Down, Y, Up

All Level 2 upgrades—Hold Left Trigger + Right Trigger and press B, Right, B, Right

All Level 4 upgrades—Hold Left Trigger + Right Trigger and press Y, Up, Y, Up

All Level 6 upgrades—Hold Left Trigger + Right Trigger and press X, Left, X, Left

All Level 8 upgrades—Hold Left Trigger + Right Trigger and press A, Down, Down

1,000 upgrade points—Hold Left Trigger + Right Trigger and press A, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. To see three stars—Left Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will un-



Right, Up, A, A, Down, A, Left, Left, Right, Right,
A, Down, Up, Left, Right, A
Earn all weapons except the Gonzo Gun and
max negative Morality—Down, Up, Down, Left,
Right, Left, A, Up, Left, Down, Right, Up, Right,
Down, Left, A, Down, Down, Down, A, A
Earn Gonzo Gun—Left, A, A, A, Right, Left,
Right, Left, Up, A, A, A, Down, Up, Down, Up, A
Refill ammo for current weapon—Right, Right,
Down, Up, Left, Right, Left, Left, A
Refill ammo for current throw weapon—Left,
Left, Up, Down, Right, Left, Right, Right, A

PHON3T4G4="Sewers" card
K1L142--Toss grenades with the R button
S W1 N G S 3--Play "Spyro Party USA" mini-game
C V T 7 2--Use all cutscenes
C R 3 D 1 T 5--View the credits
C A M 0--Green pants
S T 4 C Y--Black pants
R O B G--Orange pants
W M V P A F R O D T--Purple graphics
L M P P O 5 5--Orange graphics
S P 3 N T 1 7--Black & white graphics
S L Y P R T USA Mini-Game
Hold L & R when turning on your Game Boy Advance with *Crash Purple* inside. Instead of *Crash Purple*, the "Spyro Party USA" mini-game will appear.

COUGHING TUBE, HIDDEN DRAGON

Password:
At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle.
6 2 M K--Yu Shu Lien
N 1 2 E--Dark Cloud
3 1 D 4--Mu Bai

CRUISING VELOCITY

Password:
S T R B H V G D--Unlock Hot Rod and 4x4 vehicles

CT SPECIAL FORCES

The following passwords will give you the option to choose between Stealth Wolf and the secret character, Raptor.
0 2 0 2--Snow Covered Mountains
1 4 0 7--The And Desert
2 0 7 4--The Hostile Jungle
1 0 6 9--The Forbidden City

DANNY PHANTOM: THE ULTIMATE ENEMY

Password:
D A S H--Unlock "Dash's Haunted Locker" minigame
E C T O--Unlock "Hide'n'Ghoult Seek" minigame
J A E Z K--Unlock "Levitating" minigame
P U S H--Unlock "Green Arena" Boss Rush Mode
5 2 2 K--Unlock "Sam's X-Ray Echo Detector" minigame
V I A D--Unlock Easy and Hard Mode

DAREDEVIL

Password:
4 1 T K 1 5 6 Z H V G--Start on the final stage with nine lives and all Secrets unlocked

DARK ARENA

Cheat Passwords
K N G H T S F R--All keys available
M S P L L W G--All maps available
T H R B L D N S--All weapons available
H O C R S D R T--Infinite ammo
H G N D S B R--Infinite health
N F T R W L H--Level skip (press START to pause the game, press A to view the map, then press SELECT at the map screen to skip the current level)
N R Y R O D S--Enable vowels at password entry screen
A I L A--Activate all cheats simultaneously

DAVE MIRAGE FREESTYLE BMX 3

Cheat Code
At the title screen, press R, R, L, L, B, B, R, L; you will hear a sound to confirm that the characters Flain and Metal have been unlocked

DESERT STRIKE ADVANCE

Password:
B S 1 5 2 7--Start with 10 lives
3 2 J M 7 7--Campaign #2: SCUD Buster
K 3 2 L B 2 R--Campaign #3: Embassy City
J 8 B P M 8--Campaign #4: Nuclear Storm
F S 9 C 1 8--see the ending

DEXTER'S LABORATORY: DESEATER STRIKES!

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter--L, R, R, R, L, L, R, L, R, L, R, L, R, R
Strong Dexter--L, R, R, L, L, R, L, L, R, L, R, L, R, L, R
Get double ammo--L, R, R, L, L, R, L, L, L, L, L, R, L
Less damage--L, R, R, R, L, L, L, L, L, L, L, L, L, R
Robots are weak--L, R, R, L, L, L, L, L, L, L, R, L, L
One more try--L, R, R, L, L, L, L, L, L, L, R, L, R, L, L
Low gravity--L, R, R, R, R, R, L, L, R, L, L, R, L, R, L, R

Dexter-roo--L, R, R, L, L, R, R, R, L, L, L, R, L, L
Slippery floor--L, R, R, R, L, R, R, L, L, R, R, L, R, L
Slow enemies--L, R, R, R, L, L, R, L, L, L, L, L, L, L
Fast enemies--L, R, R, R, L, L, L, L, L, R, R, R, L, L, L
Strong enemies--L, R, R, R, L, L, R, R, L, L, L, L, L, L
Controls are reversed--L, R, R, R, R, R, L, L, R, L, L, R, L, L, L
L, R, L, L, L

DINOPICTA

Level Select
Press the title screen, press Up, Down, Down, Left, Right, A, Left, Right, B. The "Press Start" display will start glowing if you've entered the code correctly. Press START, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows.
Ladders 1-3--Waterfall City
Ladders 4-5--Treetown
Ladders 6-11--Canyon City
Ladders 12-15--Underwater level
Ladder 16--Diamond Cavern

DISNEY SPORTS SKATEBOARDING

Secret Code
At the title screen--while the words "Press Start" are flashing--press Up, Down, Down, Left, Left, Left, Right, B. A you'll hear a signal to confirm the code. Now start a game; at the Board Select screen, you'll find a new, powered-up board called "Anger Hammerhead."

DK: KING OF SWING

Secret Passwords
At the title screen--while the words "Press Start" are flashing--hold Up + L + B and press A. You'll hear a chime and a Password menu will appear where you can enter the following codes:
5 1 5 6 3 0 2 7--Unlock "Climbing Race 4" Jungle Jam event
3 5 0 5 2 2 5--Unlock "Obstacle Race 4" Jungle Jam event
6 5 0 4 2 9 2--Unlock "Attack Battle 3" Jungle Jam event

DONKEY KONG COUNTRY

Cheat Codes
Enter either of the following codes at the "Select a Game" menu; you'll hear Diddy say "Not bad!" to confirm:
With 50 lives--Hold SELECT, press B, A, R, R, A, L
Sound test menu--Hold SELECT, press B, A, L, L, A, Down

DONKEY KONG COUNTRY 2

Cheat Codes
Choose "Start" from the main menu, then select "Options" at the Select Save Slot screen. Now choose "Cheats" and enter the following codes:
H E L P M E--Start with 15 lives
W E L K I N G--Start with 55 lives
W E L K I R C--Start with 50 Banana Bunch
W E L L A R D--No DK Barrels
R O C K A R D--No DK or Star Barrels
F R E E D O M--Unlock every stage
O N E T I M E--Access Music Player menu
K R E D I T S--See the credits

DOOM

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map--Hold L + R, press B, A, A, A, A, A, A
God Mode--Hold L + R, press B, A, A, A, A, A, A, A
All weapons + refill ammo--Hold L + R, press A, B, A, A, A, A, A
Berzerk--Hold L + R, press B, A, A, A, A, A, A, A
Temporary invulnerability--Hold L + R, press B, B, A, A, A, A, A
Skip to next level--Hold L + R, press A, B, A, A, A, A, A
Skip ahead 10 levels--Hold L + R, press A, B, A, A, A, A, A

DOOM II

Cheat Codes
At any time during gameplay, press START to pause, then enter any of the following codes:
Computer area map--Hold L + R, press B, A, A, A, A, A, A
Radiation shielding suit--Hold L + R, press B, A, A, A, A, A, A

God Mode--Hold L + R, press A, B, A, A, A, A, A, A
All weapons + refill ammo--Hold L + R, press A, B, A, A, A, A, A
Berzerk--Hold L + R, press B, A, A, A, A, A, A, A
Temporary invulnerability--Hold L + R, press B, B, A, A, A, A, A

DOUBLE DRAGON ADVANCE

Cheat Codes
Choose "Options" from the main menu and enter the following codes at the Options screen:
Unlock sound test--Hold SELECT button and press R, L, L
Unlock "Expert" difficulty setting--Hold the SELECT button and press Up, Up, Down, Down, Left, Right, Left, Right
Allow up to 10 credits--Hold the SELECT button and press L, B, Down, L, R, Down, L, R, Right

DRAGON BALL GT: TRANSFORMATION

Cheat Code
Enter any of the following codes at any time during gameplay (not while paused). You'll hear a small chime to confirm each code.
Refill health--Down, Up, Right, Right, Right, Left, Right, Left, B
Max out all stats--Down, Down, Up, Up, Up, Right, Right, Right, Up, Down, Right, Up, B
Temporary super speed--Right, Up, Down, Right, Up, Down, Right, Up, B
Temporary infinite energy--Up, Down, Up, Down, Left, Left, Right, Right, Up, B
Temporary super strength--Right, Up, Right, Right, Up, Right, Up, Left, Left, Left, B
Secret Characters

Enter any of the following codes at the main menu. You'll hear a small chime to confirm each code.
Unlock SS Goku--Left, Right, Left, Right, Up, Up, Up, B
Unlock SS Vegeta--Left, Right, Left, Right, Up, Down, Down, B
Unlock Piccolo--Left, Right, Left, Right, Up, Up, Down, B
Unlock SS4 Goku--Left, Right, Left, Right, Down, Down, Down, B
Unlock Super Baby Vegeta--Left, Right, Left, Right, Down, Up, B

DRAGON BALL Z: THE LEGACY OF GOKU

Invincibility
During the introductory video scene that appears before the game's title screen, press Up, Down, Left, Right, B. A you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked

DRIVEN

Unlock Everything
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately view the game's credits, and afterward you can play all cars; course and mode will be unlocked.

DUKE BAKERS

Cheat Codes
At the main menu, press SELECT to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.
C U P I P--Unlock all tracks and cups
A L L A M E--Unlock all 'a' teams
B I F I N--Max upgrades for all cars
B I G U N S--Combo sees the effects of all the above codes
L O G R A V--Low gravity
I A M C A R--Weird sound effects

DUAL BLADES

Extra Difficulty Level
Highlight "Difficulty" at the Options menu and press Left, Left, Left, Left, Right, Right, Left, Right, B. You must enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent to the main menu when you press B. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

DUKE NUKEM ADVANCE

Secret Codes Menu
At any time during gameplay, press START to pause, then hold L and press Left, Up, A, Up, Left, A, START, SELECT. A menu will appear with a level select and various other options.

E-READER

See Credits
At the title screen--when the words "Press A Button" appear--press SELECT to see the names of the people who created the e-reader.

EARTHWORM JIM

Stage Select
At any time during the game, press START to pause, then enter any of the following codes while the screen is dark to go directly to an other stage:
Skip to the next stage in order--Right, B, A, L, L, A, B
Warp to "What the Heck?"--SELECT, R, B, Down, L, B
Warp to "Down the Tubes"--Up, L, Down, A, R, A
Warp to "Snot a Problem"--R, Up, SELECT, A, L, Left
Warp to "Level 5"--L, A, B, A, B, A, L, R
Warp to "For Pete's Sake"--Right, Left, R, L, A, A
Warp to "Buttville"--L, A, Up, R, A, R, A, SELECT

EARTHWORM JIM 2

Passwords
P V N L B--Lorenzen's Sol
F I L D B Z--Puppy Love (Part 1)
N B T L B--Vile People
J A P I G A--The Flying King
G 2 M G D 2--Puppy Love (Part 2)
K S Q J G A--Udderly Abducted

ECKS VS. SEVER

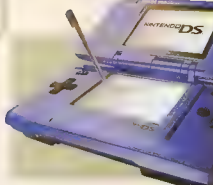
Extra Passwords
E X T R E M E--Mission 2
E X C I T E--Mission 3
E X T R E M E--Mission 4
E X C A L I B U R--Mission 5
E X P O R T--Mission 6
E X P I R E--Mission 7
E X A C T--Mission 8
E X H A L E--Mission 9
E X H U M E--Mission 10
E X O N E R A T E--Mission 11
S E V E R--Mission 12
S E V E R--Mission 3
S U R V I V E--Mission 2
S U P P L Y--Mission 4
S U P P L E R--Mission 5
S U P P L E R--Mission 6
S E R V E--Mission 7
S E R V E--Mission 8
S E V E R A L--Mission 9
S E V E R A N C E--Mission 10
S A V A G E--Mission 11
S A C R O S A N C T--Mission 12

ED, EDDY, EDDY: JAWBREAKERS!

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbling sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu.
Level select--Hold the L button and quickly press Left, Left, Right, Down, Down, Up, Right
All characters have jetpacks--Hold the L button and quickly press Left, Up, Right, Down, Left, Left, Up
All pickups--Hold the L button and quickly press Left, Left, Right, Up, Left
All protect (invincibility)--Hold the L button and quickly press Left, Down, Down, Right, Right, Left, Down

EXTREME GHOSTBUSTERS

Passwords
H B N L 1 4 V--The Big Building: The Hal, S O M D T F F K 2--The Big Building: The Corridor
2 1 Q S R 9 J T 5--The Big Building: The Offices
8 G 2 O S 8 6 C--The Big Building: Boss
3 0 8 2 1 B M 8--The Cemetery: Raging 2
8 N K N 3 4 S M W--The Cemetery: The Main Aisle
V B N N V G L C--The Cemetery: The Crypt
M D X N T K J--The Cemetery: Closer to the Underworld
V D P P K F T S--The Broadway Star Theatre: Raging 3
M D 2 9 K T 7 B--The Broadway Star Theatre: Ethereal Ball
M D 2 T K 4 X T K--The Broadway Star Theatre: Ethereal Ball
W S O P L B L C--The Broadway Star Theatre: On Stage
V S 3 1 1 9 T W--The Broadway Star Theatre: Boss
L D 9 K 6 H T C--The Botanical Museum: Racine
W S 1 J P L Z T W--The Botanical Museum: Don't Forget the Guide
W S F K P W T 3--The Botanical Museum: Carnorous and Hallow
M S 2 9 P 1 T W--The Botanical Museum: The Final Confrontation
V S F P P M H T 8--The Botanical Museum: Boss



Nintendo DS Tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps
Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaer Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaer 2 Battle Maps. Each of these maps can be purchased for only one point.

Unlock Advance Wars Custom Map
At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

CATELVANIA: DAWN OF SORROW

Unlock Items
If you start a new game of *Catervania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Catervania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

FEEL THE MAGIC: XYXIX

Unlock Items
To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XYXIX* game loads, a message will appear on the screen to confirm what has been unlocked. Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19
Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17
Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21
Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20
Disappearing Blizin
Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the blizin has been removed from the female silhouette.

Sample Your Voice
Press **Down + Y** at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press **Down + X** to trigger the recording on command, press **Down + Left + X** to play it at a slower speed or press **Down + Right + X** to speed it up.

FROGGER: HELMET CHAOS

Unlockable Costumes
If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:
Frogger's Journey: The Forgotten Reel—Unlocks Punk costume
Frogger's Adventures 2: The Lost Wand—Unlocks Pirate costume

KIRBY: CANVAS CURSE

Secret Character
• **Waddle Dee Ball**—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and can't obtain powers. He's also lighter than Kirby.
• **Deedee Ball**—After you unlock the Waddle Dee Ball, you can play the Deedee Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.
• **Meta Knight Ball**—After you unlock the Deedee Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• **Waddle Doo Ball**—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nighttime in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal
The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll find light right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

NINTENDOGS

Extra Treats
When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, and it's a great way to increase your dog's Constant Walks.

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

Mystery Presents
When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

PING PALS

Special Holiday Items
The game has the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding items in the Shop:
Birthday hat—Play on the date that you specified as your birthday in the DS User menu
Valentine (boots)—Play on February 14th
Valentine (grip)—Play on February 14th
Snuffleake sweater—Play on March 17th
Bea Treats—Play on October 31st
Jack hat—Play on October 31st
Succubi—Play on October 31st
Elf skirt—Play on December 25th
Elf suit—Play on December 25th
Merry cap—Play on December 25th
"Miss" Month—Play on the 1st of the month
"Mr." Month—Play on the 15th of the month

Unlock Shantae Background
At the main DS menu (Before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/Th" button to load the game at that exact second. You'll find the Shantae Background available for sale.

Hi-Lo Trick
When you lose a round in the Hi-Lo game, exit the game before Snakey takes your coins and you won't lose them.

POLARIUM

Puzzle Passwords
The following puzzle passwords appeared on Nintendo's Polarium Web site in Japan. If you enter them by accessing the "Password" option from the Puzzle/Edit menu, you can save them as your own custom puzzles, to solve and to trade with the DS Wire sex Link.

Dolphin (Difficulty: B)
3267993323
5386188023
9479725992
Single (Difficulty: B)
0850282792
7037358582
5952845202
Whale (Difficulty: A)
5463495514
3856087300
2802547970
Dog (Difficulty: B)
3221856881
7492029572
3270097631
New Year's First (Difficulty: C)
6376194533
3392063612
5934225504
New Year's Month (Difficulty: C)
8003238362
7779948832
8775184492
New Year's Mirror Rice Cake (Difficulty: B)
7044701872
5845352712
1835932060
New Year's Spinning Top (Difficulty: C)
7213216913
9408120614
0333045982
New Year's Kite (Difficulty: C)
2989845223
0405527803
7492029572
New Year's Making Rice Cake (Difficulty: B)
5529202263
3244469873
6504493011
Small Christmas Tree (Difficulty: B)
4251402083
5838464283
9496529582
Speaking of Christmas... (Difficulty: A)
1720530914
8299307863
1335878980
Reindeer (Difficulty: B)
2017400904
1652119703
9070378701
Santa Claus (Difficulty: A)
5353915692
0707749873
0957486272
Three in a Row (Difficulty: B)
1162795413
3533050523
2476958182
Note the new High scores when not balanced when playing with the character-select active.
Single Puyo Pop Character Select
Select "Single Puyo Pop" from the main menu, then highlight the mode you wish to play and press **Up, Down, X, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in the "Galleries." To highlight the mode you wish to play, press **Up, Down, X, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear

and your high scores will not be saved when playing with the character-select active.

Classic Pattern
If you select while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose. Everybody Puyo POP character.

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold L + R and press **SELECT**.

Computer Control
In any game mode with a handicap option before the match, if you hold the **SELECT** button down while choosing your handicap, the computer will control your character.

Bonus Pictures
If you play Puyo Pop Fever with a copy of the Game Boy Advance version of Puyo Pop Fever plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cutscenes."

Microphone Tricks
• If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.

• If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.

• If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind, blow hard and he or she will be blown away.

• If you blow into the DS microphone during a match, your character will speak.

• If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the top screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear, after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo, any other puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up to play as you blow into the DS microphone, but you lose points for doing this.

Secret Mini-Game
If you complete the WakuWaku Course or Haru-Haru Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice). Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the Sinden's special moves credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves
If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mystery's Menace* inserted in the GBA cartridge slot of the DS, all of Sinden's special moves will be unlocked when you start a new game or load a saved game.

TEENAGE MUTANT NINJA TURTLES 3

Unlock All Special Moves
Chest Passwords
At the "Play Selection" screen, choose "Option," then select "Input Password" and the following passwords will be unlocked when you start a new game or load a saved game:
D D R M L R D S—Changes Fire icons into pizza icons
L L D M S R M D—Changes Crystals into Santa Claus
S R D S L L M D—Changes Crystals into Santa Claus
D R S S M R L D—Changes Crystals into jack-o'-antennas



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Resident Evil 4

6ZQJ-BJ9J-24U51 + FMKV-1HQC-8PYN1—[M] Must be on
43MP-TPWN-P82XN + TDYK-WV8G-G7VVC—Infinite health (Leon)
5V2T-DAC4-6NQG3 + 0VNW-V76Z-QG8EP—Max. health (Leon)
3ZFY-YG9G-26VPV + Q7BD-R05H-XW8GV—Max. points
EE5C-2HA5-7CYAA + NJEN-368E-7K3V8—Never reload
60DE-NHPV-NEVPW + 5CRM-STUW-C0J70—Always 1st save

Soul Calibur III

T5R4-UVHD-27GCK + M7X7-GC8A-D2PHK—[M] Must be on
5YB2-XDHC-6XV93 + 2B9H-P0K3-NE8ZF—Infinite health (Player 1)
HA6K-TP7C-UE9CJ + T0AF-8Y3C-TQT7Z—Low health (Player 1)
N1JZ-K6P1-AA8TG + 1KQV-X87B-QW4AT—Infinite health (Player 2)
GGG0-ZE62-6ACDT + 6XHD-XP69-RMQ8T—Low health (Player 2)
BYDM-K5ZR-349P6 + FG7E-4G54-D6KW1—Infinite gold
YMDV-BPTJ-7XFFT + 7KMT-2870-TEKK6 + KGU7-63YM-J3GCK—
Extra characters
B8MP-EMJ4-31HK4 + TVBA-V959-HCVRV + ET6X-K449-C8WDY—
Extra modes

Tony Hawk's American Wasteland

K8ZG-YECY-HTVX9 + G5WF-AJ4J-K4PFC + EUE8-AAXN-3DVQF +
GP2N-AK2K-DFXMR + N52X-H367-177HU + QY1T-PQ8J-QE3DR +
07GD-27V9-90GQ6 + M942-6BNE-98G60 + V3XM-PP9P-WQX0D +
4DXK-PCYM-0T9VD + 05W6-DBX5-96CXC + UJD9-X3VB-YC8TG +
6ARB-RDUJ-22GA4 + 85UN-TBQJ-ZHAM1 + 118R-MKPC-4JQ95 +
03AH-5PBC-9K2T7 + JKX7-14H8-98CJ1—[M] Must be on
B922-T0GM-681F8 + PZZX-07HX-TGCBW—Infinite special
AMVA-H1CH-AEWK6 + 7VPA-YFHZ-17GPD + 4DCP-87R4-3EGBU—
Unlock all characters
R15H-XRY7-9HV0E + YPMG-HR7W-V2BMR—Unlock all movies
Q795-9R6J-JINTNC + X5RW-EQPA-0D0E9—Unlock all cheats
A82X-UPMU-HMBME + ZH7G-M125-RQTF4—Unlock debug options

The Warriors

Y1W4-8HCZ-4BWVA + KC90-QTMM-Y00EN—[M] Must be on
3R7B-ZZYK-V680F + 16PG-DYMC-6RZYV—Max. points
PCYW-86VK-AGJ1K + E205-4R8M-UQXN—Infinite rage
3R6B-YPTE-7AUAP + 4HTF-4R3A-URGX + FAXP-T72U-QXAQW +
CJPW-CKGR-WA7TK—Unlock all modes/levels/characters

GameCube

Fire Emblem: Path of Radiance

C0RW-KX2T-TN4V3 + BK3V-M2ET-02FFA—[M] Must be on
1V81-NEUJ-FJUD2 + JUEF-GV6V-7X0VP—Infinite money
QY03-QA81-DYD12 + FD5M-TXKX-J33GC + Q17G-URXZ-G772P—
Max./infinite health (Ike)
K0E8-RM6C-2EJCJ + PEFS-KPH2-J405X + FG1R-8DFM-KT80D—In-
finite health (Tatiana)
UVHD-CYPR-421RC + KB8A-CR54-F3GRT—Quick level up (Tata-
nia)

Legion Star Wars

C8JW-0MVB-XE4HP + 4RF5-8VQR-DHNYR—[M] Must be on
BPVV-YFKT-YZRUX + EN78-Q1HR-5JBXV—Max./infinite studs
185D-ZTVF-TMCK2 + P1H5-RG84-CJ8R0—Infinite health
22CA-089D-8CB48 + W9F0-918Y-82MBM—Unlock all extras

Tony Hawk's American Wasteland

5UKJ-UWHV-TG98N + 3UC5-543R-11DP3—[M] Must be on
C48E-ENNE-29A22 + 1G84-FW15-Z0Q0K—Infinite special
0F0B-Z76E-RHBH8 + GA3F-NX2S-TQPYQ—No focus time limit
CZ98-T468-7J9AK + 1GDX-Z0AR-Z0VVA + ZUBE-3TCW-NDN5N—
Unlock all characters
RBWQ-FB43-TNB4Y + QGU7-3K5N-QZPYB—Unlock all movies
X05X-ZTVY-ZRZMX + BU9H-M1NX-GPCVP—Unlock all cheats
ZUZM-G9YG-EDEWU + 0Q86-0MEX-7XKUK—Enable debug menu



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Devil Kings

98057B73-78A77186—[M] Must be on
28071E93-0CA57A65—Infinite HP
2807F457-0CA57A65—Infinite fury
2966A64-0CA57A6F—Have 99 treasure boxes
284C42A9-E249D74F + 484C4255-0CEA7A56 +
1476EBC2-0CA57A65—Have all items
284C4219-948C883E—Unlock all characters
284C4222-948C883E—Unlock all land
484C80C-0CD07A56 + 1476EBC2-0CA57A65 +
184C8A3A-0CA5883E—Unlock all characters (Gallery)
284C8AF-948C883E + 284C8B1-948C883E—Unlock all music
(Gallery)
284C8DE-948C883E—Unlock all movies (Gallery)

Romancing Saga

980805E6-78A79A78—[M] Must be on
2816ED2E-6D807A03 + 2816EDA9-F8AA7AF1 +
2816ED55-6F9B883E + 280A03B6-78426972—Infinite HP in bat-
tle
2816EDA0-6D2F7A54 + 2816ED88-F8AA7AF1 +
2816ED28-0C42A40C + 280A98D0-784269A1—Infinite LP in bat-
tle

Shadow of the Colossus

9808552E-78D04A1A—[M] Must be on
D937E8C6-0CA5AA7C + 2937E893-B1277A65—Infinite health
D937E8C6-0CA5AA7C + 2937E8E6-B1277A65—Infinite grip

Spartan: Total Warrior

98399674-78F8EA6C—[M] Must be on
2816ED40-D2B977A0 + 2816EDD8-68418505 +
2816EDED-F8AA7AF1 + 2816EDD0-0CD02CD1 +
2821E6E6-78426965—Infinite health
285F8F65-6F152C03 + 285F8F6F-F8AA7AF1 +
285F8FF1-6D187AF2—Infinite rage
282A37FF-0CA57A65 + 282A54AF-0CE514F8—Infinite arrows

Game Boy Advance

Chicken Little

929900-A2BBE4 + DC6A28-774DD1 + 41D050-C8091B—[M] Must
be on
24EFC7-66E2B1 + D22018-9E44DA—Access all areas
8F0075-70B2F7—Have all race tracks
860A05-12B2D7—220 acorns collected
8475D7-66D2F1—All statuses collected
DB58F7-599A6F + D76019-D477D7—All items bought
24F192-06D0D2—Infinite health

Gunsler Super Heroes

948827-FF6AE2 + 05CE3B-A40084 + 5F7189-307E2D—[M] Must
be on
05CCEA-88B560 + 0EFB2E-A6A093 + 80B115-70D0F0—Access all
stages
A80625-454DD1 + C80727-DOCFCT—Weak final boss
FCTA05-910FEC—Start with max. health
8E7203-304A91 + 0FF32C-82D493—Start with max. power

Tony Hawk's American Sk8land

933827-FAE338 + C4E1F4-978851 + 2703F2-6C8AF1—[M] Must be
on
99394D-213351—Unlock all players
2D6E99-8C9E85 + C6BFD2-5D0D51—Unlock all areas
C712B8-5D092E + C5BEDD-176D5A—Access all areas (Story)
D93D29-885258—All cheats activated
3170DD-A74BD0 + D2B7F2-5D0D11—Max. stats (custom player)



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DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

#54 THE INCREDIBLES: RISE OF THE UNDERMINER



The Codes: Choose "Password" from the main menu and enter either of the following codes:

B I L L I I
P 4 T M C I

What We Know: We know that these codes are accepted, because they do not give you the "invalid" message that appears when you enter an invalid code. But what do they do? There are some useful cheats in our *Game Boy Advance* Tips section for this game, which might give you some clues about what the *Mystery Codes* do not do. Is it possible that they don't do anything? Can you solve the mystery?



#55 TEST DRIVE OFF-ROAD: WIDE OPEN



The Codes: Select "Single Race" from the main menu and enter either of the following names at the "Player Name" screen:

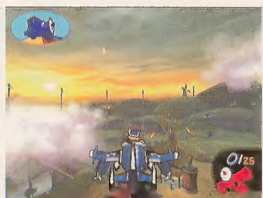
KAHNDWAG
FREEPLAY

What We Know: Although these codes give you no confirmation of any kind, we have been assured by our sources that they are supposed to do something. You may have seen them described on the Internet as having the following effects: "Vehicles gain fast flips and spins in the air" and "Gives unlimited retries," respectively, but we can't see these effects. Maybe we're just idiots and you can explain it to us, because hey, free cap! Can you solve the mystery?



**MYSTERY CODE
SOLVED!**

Congratulations to John "Bob" Butler of Lakeland, Florida, for being the first reader to solve the *Sly 3: Honor Among Thieves* Mystery Code (#50) from our November issue. When you enter the code R1, R1, Right, Down, Down, Right while flying a plane (actually, you should never enter codes while flying a plane—it's very distracting and, more importantly, dangerous; always pause the game before entering a code), the Toonami plane is activated and you'll be flying it when you unpause. Even though John (or is it Bob?) was the first to submit a correct *Sly 3* code, we're still waiting for someone to correctly solve the mystery of the remaining 25 codes. So John/Bob, enjoy your *Tips & Tricks* cap, and the rest of you keep working on solving at least two different *Sly 3* codes for a shot at our *Mystery Codes* mystery prize!



**CRACK
THE CODE
AND WIN
A PRIZE**

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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